

Pattern Alpha © Felix Hale 2026.

Pattern Alpha Master document.

19,093 words 131,759 characters

   **Pattern Alpha the commun*st science of 8 prehuman + 20 histories of humans**

28 fields combined

Scientific evidence slices of the pie.

Probing mathematical and scientific models.....

Confirmed: 

Loading universal apparatus: loading universal world: 

Begin history?

Confirmed! 

1. Metaphysical mathematical evidence 14.49 billion BCE - 13.8 billion BCE in addition to 16.91 billion BCE big bang  (Pattern alpha extrapolation history)

2. Cosmological evidence 13.8 Billion BCE- 8.4 billion BCE
3. Astrochemical evidence 8.4 billion BCE - 4.5 billion
4. Planetary evidence 4.5 billion to 4.2 billion BCE
5. molecular clocks/DNA evidence 4.2 to 2.1 billion BCE

Load eukaryotic skin?

Confirmed!  12.5%

6. micropaleontology 2.1 billion to 1 billion BCE

Add terrestrial pack?

Confirmed!  62.5%

7. paleontology 1 billion to 4 million BCE

Unlock stone tool age achievement?

Confirmed!  93.75%

Congratulations 🎉🎈🍾 on hitting the stone tool age!

8. prehistoric archeology 4 million to 98,956 BCE

20 human histories

(9 pre written history societal

archeology)

Universal apparatus File: 0.0006%

Load?

Confirmed! 

Loading state apparatus: Loading
subject world: 

Mode 18: (partial) 36.41%

Mode 19: 31.86%

Mode 20: 15.93%

Mode 21: 7.96%

Mode 22: 3.98%

Mode 23: 1.99%

Mode 24: 1.00%

Mode 25: 0.5%

Mode 26: 0.25%

Mode 27: 0.12%

Finished loading 

!! WARNING.

This file could miss the big picture, its
human-centric! This could corrupt
your valence pod!

Continue?

Confirmed 

(Middle caveman Homo Neanderthal
3-Homo Sapiens Sapiens Sapiens 3
Foraging begins societal archeology
with cavemen)

Caveman history 98,956 BCE- 71,308
BCE.

Ritual history 71,308 BCE - 48,268 BCE.

Open-air base camp history 48,268 BCE - 34,444 BCE.

Ceremonial history 34,444 BCE- 22,924 BCE.

Picked up food! ☒

Keep?

Confirmed! ☒ 75.09%

Storage pit-house history 22,924 BCE- 16,012 BCE.

Communal storage history 16,012 BCE- 10,252 BCE.

Farming history 10252 BCE- 6796 BCE.

Start city campaign?

Confirmed! ☒ 91.02%

Accounting history 6796 BCE- 3916 BCE.

City history 3916-2188 BCE.

(11 writing human histories)

(High corveé laborer urban begins written history)

Written inscription history [2188 - 748](#)
BCE.

Alphabetic written history. 748 BCE -
116 CE.

Knowledge given! 

Continue?

Confirmed!  97.85%

Book written history 116 CE - 836.

medieval farming revolution history
[836-1268](#).

printed history 1268-1628.

industrial worker history 1628-1844.

Electric filmed/digital network history
1844-2024.

Healed!  

Continue with automata?

Confirmed!  99.73%

Automatic history [2024-2132](#).

Known and Felt history [2132-2222](#).

Valence earth Immersed history
[2222-2276](#).

Healed!  

Continue with valence reality?

Confirmed!  99.98%

Utopian Shared consciousness history
[2276-2294](#).

Confirming.....  99.99%

Confirmed!  100.00%

Lets go!

Subject + collective/state:

- 1.  
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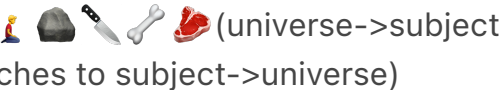
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Continue?

Confirmed! 

Subject only train:





(universe->subject switches to subject->universe)





Triad logic:

3 steps:

Economy: $(M\# - 1) + 0.66$

Mode: $M\#$

Role: $M\# + 0.33$

Thats:

behavior

production

results.

Enter universal model?

Confirmed! 

  Proto spacetime fundamental forces gravity universal Triad of universes

(16,911,431,308 BCE - 13,287,552,652 BCE) ( 3,623,878,656 years) (Econ 0.66)

  Middle black hole galaxy universal Triad of universes

(13,287,552,652 BCE - 10,871,633,548 BCE) ( 2,415,919,104 years) (mode 1)

  High hadrons universal Triad of universes

(10,871,633,548 BCE - 8,455,714,444 BCE) ( 2,415,919,104 years) (Role 1.33)

   Proto molecule

astrochemical Triad of universes

(8,455,714,444 BCE - 6,643,775,116 BCE) ( 1,811,939,328 years) (Econ 1.66)

   Middle molecule stockpile
astrochemical Triad of universes
(6,643,775,116 BCE - 5,435,815,564
BCE) ( 1,207,959,552 years)
(mode 2)

    High solar system
compounds astrochemical Triad of
universes
(5,435,815,564 BCE - 4,227,856,012
BCE) ( 1,207,959,552 years) (Role
2.33)

  Proto nucleotide geochemical
Triad of universes
(4,227,856,012 BCE- 3,321,886,348
BCE) ( 905,969,664 years) (Econ
2.66)

 Middle RNA-DNA geochemical
Triad of universes
(3,321,886,348 BCE - 2,717,906,572
BCE)
( 603,979,776 years)
(mode 3)

  High chromosome geochemical
Triad of universes
(2,717,906,572 BCE - 2,113,926,796
BCE) ( 603,979,776 years) (Role
3.33)

      Proto nucleus
eukaryote triad of Universal Evolution
(2,113,926,796 BCE - 1,660,941,964
BCE) ( 452,984,832 years) (Econ
3.66)

     Middle movement
eukaryote triad of Universal Evolution
(1,660,941,964 BCE - 1,358,952,076
BCE)
( 301,989,888 years)
(mode 4)

    High tissue eukaryote
triad of Universal Evolution
(1,358,952,076 BCE - 1,056,962,188
BCE) ( 301,989,888 years) (Role
4.33)

    Proto swaying gripping
animal triad of Universal Evolution
(1,056,962,188 BCE - 830,469,772
BCE)
( 226,492,416 years) (Econ 4.66)

    Middle body planning
animal triad of Universal Evolution
(830,469,772 BCE - 679,474,828 BCE)
( 150,994,944 years)
(mode 5)

     High nerve net nerve
cord specialized cellular animal triad
of Universal Evolution
(679,474,828 BCE - 528,479,884
BCE)
( 150,994,944 years) (Role 5.33)

    Proto backbone brain
aquatic amphibious triad of Universal
Evolution
(528,479,884 BCE - 415,233,676 BCE)
( 113,246,208 years) (Econ 5.66)

    Middle Jaws Fins limbs

aquatic amphibious triad of Universal Evolution

(415,233,676 BCE - 339,736,204 BCE)

(🐉 75,497,472 years)

(mode 6)



High body ambusher

aquatic amphibious triad of Universal Evolution

(339,736,204 BCE- 264,238,732 BCE)

(🐉 75,497,472 years) (Role 6.33)



Proto chewing terrestrial

triad of Universal Evolution

(264,238,732 BCE - 207,615,628 BCE)

(🐉 56,623,104 years) (Econ 6.66)



Middle warm blooded burrow

Terrestrial triad of Universal Evolution

(207,615,628 BCE - 169,866,892 BCE)

(🐉 37,748,736 years)

(mode 7)

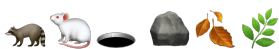


High plant-insect scrounger terrestrial

triad of Universal Evolution

(169,866,892 BCE - 132,118,156 BCE)

(🐉 37,748,736 years) (Role 7.33)



Proto fur mammal triad of Universal

Evolution

(132,118,156 BCE - 103,806,604 BCE)

(🐉 28,311,552 years) (Econ 7.66)



Middle mothering milk mammal triad

of Universal Evolution

(103,806,604 BCE - 84,932,236 BCE)
(🐉 18,874,368 years)
(mode 8)



High fruit-insect scrounger mammal
triad of Universal Evolution
(84,932,236 BCE- 66,057,868 BCE)
(🐉 18,874,368 years) (Role 8.33)



Proto hands primate triad of Universal
Evolution
(66,057,868 BCE - 51,902,092 BCE)
(🐉 14,155,776 years) (Econ 8.66)



Middle swinging primate triad of
Universal Evolution
(51,902,092 BCE - 42,464,908 BCE)
(🐉 9,437,184 years)
(mode 9)



High fruit scavenger primate triad of
Universal Evolution
(42,464,908 BCE- 33,027,724 BCE)
(🐉 9,437,184 years) (Role 9.33)



Proto fruitspotting troop ape/
hominoid triad of Evolutionary
technologies
(33,027,724 BCE - 25,949,836 BCE)
(🐉 7,077,888 years) (Econ 9.66)



Middle Tree nest triad of Evolutionary
technologies

(25,949,836 BCE - 21,231,244 BCE)
(🐉 4,718,592 years)
(mode 10)



High frugivore ape/hominoid triad of
Evolutionary technologies
(21,231,244 BCE- 16,512,652 BCE)
(🐉 4,718,592 years) (Role 10.33)



Proto fruit trailing band great ape/
Hominid triad of Evolutionary
technologies
(16,512,652 BCE - 12,973,708 BCE)
(🐉 3,538,944 years) (Econ 10.66)



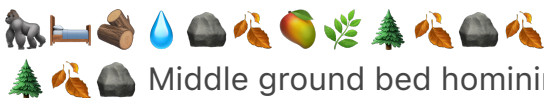
Middle tree bed great ape/Hominid
triad of Evolutionary technologies
(12,973,708 BCE - 10,614,412 BCE)
(🐉 2,359,296 years)
(mode 11)



High frugivore great ape/Hominid triad
of Evolutionary technologies
(10,614,412 BCE - 8,255,116 BCE)
(🐉 2,359,296 years) (Role 11.33)



Proto ground hominin stick age triad
of Evolutionary technologies
(8,255,116 BCE - 6,485,644 BCE)
(🐉 1,769,472 years) (Econ 11.66)



🌲 🍂 🪨 Middle ground bed hominin

stick age triad of Evolutionary technologies (6,485,644 BCE - 5,305,996 BCE)
(👹 1,179,648 years)
(mode 12)



High Frugivore hominin stick age triad of Evolutionary technologies
(5,305,996 BCE - 4,126,348 BCE)
(👹 1,179,648 years) (Role 12.33)



Proto hauling Homo Habilis stone smash-scraper triad of Evolutionary technologies
(4,126,348 BCE- 3,241,612 BCE)
(👹 884,736 years) (Econ 12.66)

👹 🪨💥🪨 🦴🥩 Middle stoneflakes
Homo Habilis stone smash-scraper triad of Evolutionary technologies
(3,241,612 BCE - 2,651,788 BCE)
(👹 589,824 years)
(mode 13)

👹 🪨💥🪨 🦴🦴 🦴🥩 High scrounger
Homo Habilis stone smash-scraper triad of Evolutionary technologies
(2,651,788 BCE - 2,061,964 BCE)
(👹 589,824 years) (Role 13.33)

👹 🧑🦴🪨🔨🦴🥩 Proto handheld tool
Homo Erectus Stone handaxe tooler triad of Evolutionary technologies
(2,061,964 BCE- 1,619,596 BCE)
(👹 442,368 years) (Econ 13.66)

     Middle stone cutting tool Homo Erectus Stone handaxe tooler triad of Evolutionary technologies
(1,619,596 BCE - 1,324,684 BCE)
( 294,912 years)
(mode 14) (universe->subject switches to subject->universe)

     High chopstriker Homo Erectus Stone handaxe tooler triad of Evolutionary technologies
(1,324,684 BCE - 1,029,772 BCE)
( 294,912 years) (Role 14.33)

   Proto fire transport Homo Heidelbergensis Fire/cooking triad of Evolutionary technologies
(1,029,772 BCE - 808,588 BCE)
( 221,184 years) (Econ 14.66)

   Middle hearth Homo Heidelbergensis Fire/cooking triad of Evolutionary technologies
(808,588 BCE - 661,132 BCE)
( 147,456 years)
(mode 15)

    High cook-butcher Homo Heidelbergensis Fire/cooking triad of Evolutionary technologies
(661,132 BCE - 513,676 BCE)
( 147,456 years) (Role 15.33)

   Proto small spears Homo Neanderthal 1 -Homo-Sapiens 1 small game triad of Evolutionary technologies
(513,676 BCE - 403,084 BCE)

(👹 110,592 years) (Econ 15.66)

🏃🔪🦴🍖 Middle small butchery
Homo Neanderthal 1 -Homo Sapiens 1
small game triad of Evolutionary
technologies

(403,084 BCE - 329,356 BCE)

(👹 73,728 years)

(mode 16)

🏃🔪🐭 High small hunter Homo
Neanderthal 1 -Homo Sapiens 1 small
game triad of Evolutionary
technologies

(329,356 BCE- 255,628 BCE)

(👹 73,728 years) (Role 16.33)

🏃🔪 Proto large spears Homo
Neanderthal 2- Homo Sapiens Sapiens
2 big game triad of Evolutionary
technologies

(255,628 BCE - 200,332 BCE)

(👹 55,296 years) (Econ 16.66)

🏃🔪🔪🍖🍖 Middle large butchery
Homo Neanderthal 2-Homo Sapiens
Sapiens 2 big game triad of
Evolutionary technologies

(200,332 BCE - 163,468 BCE)

(👹 36,864 years)

(mode 17)

🏃🔪🔪🐮 High large hunter Homo
Neanderthal 2-Homo Sapiens Sapiens
2 big game triad of Evolutionary
technologies

(163,468 BCE- 126,604 BCE)

(👹 36,864 years) (Role 17.33)



Proto symbolic Homo Neanderthal 3-
 Homo Sapiens Sapiens Sapiens 3
 foraging triad of Evolutionary
 technologies
 (126,604 BCE- 98,956 BCE)
 (👹 27,648 years) (Econ 17.66)



Middle caveman Homo Neanderthal
 3-Homo Sapiens Sapiens Sapiens 3
 Foraging triad of Evolutionary
 technologies
 (98,956 BCE - 80,524 BCE)
 (👹 18,432 years)
 (mode 18)



High forager Homo Neanderthal 3-
 Homo Sapiens Sapiens Sapiens 3
 foraging triad of Evolutionary
 technologies
 (80,524 BCE - 62,092 BCE)
 (👹 18,432 years) (Role 18.33)



Proto burial spiritual triad of Nomadic
 societies
 (62,092 BCE- 48,268 BCE)
 (👹 13,824 years) (Econ 18.66)



Middle cave sanctuary spiritual triad of
 Nomadic societies
 (48,268 BCE- 39,052 BCE)(👹 9216
 years) (mode 19)



High ritualist band spiritual triad of

Nomadic societies

(39,052 BCE - 29,836 BCE) (🐉 9216 years)

(Role 19.33)



Proto venus figurines storage triad of settler societies

(29,836 BCE- 22,924 BCE) (🐉 6912 years)

(Econ 19.66)



Middle pit house storage triad of settler societies

(22,924 BCE- 18,316 BCE) (🐉 4608 years) (mode 20)



High client storage triad of settler societies

(18,316 BCE- 13,708 BCE) (🐉 4608 years)

(Role 20.33)



Proto grindstone agricultural triad of agricultural societies

(🐉 3456 years) (13,708 BCE- 10,252 BCE)

(Econ 20.66)



Middle farming agricultural triad of agricultural societies (🐉 2304 years)

(10,252 BCE - 7948 BCE) (mode 21)



High tributary peasant agricultural triad of agricultural societies (🐉 2304 years)

years) (7948 BCE- 5644 BCE)
(Role 21.33)



Proto inscription urban triad of
Metropolis societies (🐉 1728 years)
(5644 BCE- 3916 BCE) (Econ 21.66)



Middle city urban triad of
Metropolis societies
(🐉 1152 years) (3916 BCE - 2764
BCE)
(Mode 22)



High corvée
laborer urban triad of Metropolis
societies (🐉 1152 years)
(2764 BCE-1612 BCE) (Role 22.33)



Proto alphabetic
slave triad of Imperial societies (🐉
864 years)
(1612 BCE - 748 BCE) (Econ 22.66)



Middle construction slave triad of
Imperial societies (748 BCE - 172 BCE)
(🐉 576 years) (mode 23)



High slave triad
of Imperial societies (172 BCE-404
CE) (🐉 576 years)
(Role 23.33)



Proto monastic feudalist triad of Neo-
agricultural societies (404-836)
(🐉 432 years)

(Econ 23.66)



Middle medieval farming feudalist triad of Neo-agricultural societies

(836-1124) (👹 288 years) (mode 24)



High serf feudalist triad of Neo-agricultural societies

(1124-1412) (👹 288 years) (Role 24.33)



Proto printed capitalist triad of Mechanical societies

(1412-1628) (👹 216 years) (Econ 24.66)



Middle Industrial capitalist triad of mechanical societies

(1628-1772) (👹 144 years) (mode 25)



High worker capitalist triad of mechanical societies (1772-1916) (👹 144 years)

(Role 25.33)

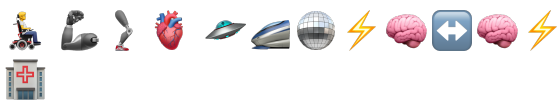


Proto digital socialist triad of digital societies (1916-2024) (👹 108 years) (Econ 25.66)



Middle automotive socialist triad of digital societies (2024-2096) (🕒 (👹

72 years) (mode 26)



High user socialist triad of digital societies

📌 (👹 72 years) (2096-2168) (Role 26.33)

🦽🧠⚡❤️ proto valence felt triad of reality-forging societies (2168-2222)

📌 (👹 54 years) (Econ 26.66)

🧠✨💖 middle valence earth triad of reality-forging societies

(2222-2258) 📌 (👹 36 years) (mode 27)



High experienter valence triad of reality-forging societies (2258-2294)

📌 (👹 36 years) (Role 27.33)

THE Emojigraphy definitions: The complete 27 mode pictographic dictionary of pattern alpha scarcity trialectic. ✅

Econ 0.66

🌀 is early universe unstable spacetime.

💥 represents the big bang as well as spacetime convergence.

Mode 1

🧬 is atoms specifically at that period in time when it first appears is when most elements were being formed beyond primordial. Basically up to iron initially is what I'm talking about

🌌 represents the Milky Way galaxy specifically and the black holes within it I think one in the center.

Role 1.33

🧬 And in the highest stage we have the rarest and heaviest elements

🌌 the specific disc of the Milky Way forming the first time that emoji appears is actually the cosmic Web and supercluster complexes. Which just leads to the Milky Way anyway. That's basically it for mode one. put the first appearances together dumbass

Econ 1.66:

🧬 represents the last thing Atoms ever did, which was form a disk like a metal gradient and condensing elements into complex structures.

🧪 in this context represents the first chemicals carbon monoxide water NH_3 , CH_4 .

🌌 still represents the Milky Way but at the Dawn of chemicals.

Mode 2:

🧪 represents even more chemicals

an explosion of chemicals.



represents ice crystals



represents ice mantles and water ice which are the key geochemical ingredients in the next stage.

Role 2.33:



is the same chemicals maybe more



is sun



is saturn



is a molten earth.

Econ 2.66:



means chemicals by this point it's verging on a new type of chemical a biochemical



is the Earth upon which this is happening

Mode 3:



means the RNA-DNA information coding in proto cells

Role 3.33:  and  represent the chromosomes and nucleus in eukaryote cells

Econ 3.66:  represents the nucleus,



represents eukaryotic cells and



represents deep in the

ocean

Mode 4:  represents opisthokonta and  represents slightly less deep in the ocean

Role 4.33:  represents holozoa cells and  represents the animals swimming out further into the ocean

Econ 4.66:  represents animal cells and  represents a parazoa sponge,  represents closer to the surface

Mode 5:  represents a porifera sponge and  represents coral. 
 represents the same closeness to the surface.

Role 5.33:  represents coral and  represents jellyfish both combining likely Cnidaria,  represents chordates  represents the same closeness to the surface

Econ 5.66:  represents the chordates in this stage,  represents another chordate or rather a chordate-vertebrate transition,  represents a vertebrates like a fish but at this point,  represents Jawless vertebrates.  represents closer to the surface since they can swim there.

Mode 6:  represents a gnathsome like a shark,  represents the wave its crashing against out from the shore,  represents the crocodilian like tetrapod creature to move onto land in the mudbanks,  represents the terrestrial mountain that the

crocodilian is facing towards the shark but on land

Role 6.33:  represents mountains, therefore  represents one lizard like Amniota up in the mountains and the other lizard  closer to the water  represents the amphibian

Econ 6.66:  and  are both left of the mountain  and water  is on right this represents a fully terrestrial lifestyle.  represents Amniota and  represents synapsids.

Mode 7:  represents the therapsids and cynodonts,  represents a warm blooded burrow,  represents a rock just outside of the burrow,  represents a fallen Autumn leaf just outside of the burrow beyond the rock,  represents a vine typically wrapped around the base of a tree just beyond the fallen Autumn leaves just outside of the burrow

Role 7.33: the 2   represent Eucynodontia and mammaliaformes,  is the same burrow Possibly multiple,    represent the same definition for the rock, leaf, and vine as before.

Econ 7.66:  represents the pioneer economy of the mammal stage: mammaliaformes.  represents a small mouselike mammal creature. Same definitions again    

Mode 8:  represents a rabbit like mammal creature.  represents

weaning the young on a recipe of fats, sugars, and protein.     represent the same thing as before.

Role: 8.33:  represents a squirrel like therian or eutherian creature.     represent the same thing but  is more symbolic. It represents the post dinosaur extinction so it actually represents the next stage. So in this case, it just represents the fact that this type of environment for mammals came to an end. It represents that a transitioned to a tree environment, but not yet.

Econ 8.66:  represents the squirrel like Eurchontontoglire creatures and  represents the Euarchonta.  represents a hand of the creature to cling to tree trunks.  represents a blueberry or that designation of a fruit.      it's like a conjunction this represents three trees or a canopy of which one of the tree has a vine/branch and blueberries coming off of it that the Eurchonta is grasping.

Mode 9:  represents a primate/Haplorrhini,  represents a peach or that designation of fruit,  is the branch that the fruit is coming from and  is the tree and  is falling leafs from the swinging/jumping primate rustling the tree.   is two additional trees in the canopy

Role 9.33:  represents simiiformes/anthropoids,  represents a olive or that designation of fruit,  the branch it's on,  the tree the

branches is on,   and two additional trees in the canopy

Econ 9.66:  represents the last anthropoid type form/

Aegyptopithecus,  represents an ape/hominoid or kamoyapithecus 

represents the eyes of that ape looking at the fruit  in this case a mango or that designation of fruit.  the branch it grew from.  the tree that holds the branch.   and two additional trees in the canopy.

Mode 10:  represents

Moeripithecus/proconsul,  represent a tree nest built by that hominoid to sleep in.  is the tree that holds the nest. A branch  and a coconut  or that designation of fruit growing from the branch on the other side of the tree holding the nest. And   2 extra trees in the canopy.

Role: 10.33:  represents

Morotopithecus/Rangwapithecus,  represents the contact calls by the hominoids.  represents a banana or that designation of fruit from a branch  growing from a tree  of which there are 2 more in the canopy   . The hominoid is presumably calling others to the bananas. 

Econ 10.66:  represents

Afropithecus/Nacholapithecus.  represents a melon or that designation of fruit.  the branch its coming from and the tree  its attached to. As well as 2 other trees   in the canopy.

Mode 11:  represents Kenyapithecus/Chororapithecus.  represents a bed made from branches and leaves in the tree . That same tree has a branch  with its own grapes  or that designation of fruit. There are   two additional trees in the canopy.

Role 11.33:  represents Nakalipithecus/Samburupithecus.  is the melon or that designation of fruit.  represents the branch the melon is attached to,  the tree, the branch is from, on the other side of the tree is fallen leaves  as well as a rock , a tree  with   2 fallen leaves around it, a rock  on the other side and water  which represents a body of water of some kind like a lake or river.

Econ 11.66:  represents a transitional hominid/hominin like the Nekalipithecus,  represents Sahelanthropus.  represents a stick that the hominin uses.      represents 2 fallen leaves   a mango  or that designation of fruit coming from a branch  on a tree . The fallen leaves are on either side. A rock  is in the middle of the scene and a tree  with fallen leaves on both side  , as well as a rock  and another water source .

Mode 12:  represents orrorin tugenensis/Ardipithecus Kadabba.  represents a ground bed.  represents a stick used by the hominin.  is a water source next to

the ground bed as well as a rock 🪨.
Then we have the same emoji string as the previous.

🍂🍎🌿🌲🍂 means the same thing.
Also 🪨🍂🌲🍂🪨 is a symmetrical tree with fallen leaves, surrounded by rocks.

Role 12.33: 🦍 represents Orrorin tugenensis/Ardipithecus Ramidus. 🪵 represents a stick used by the hominin. 🍂 is fallen leaves next to a rock 🪨. Then the same string is familiar. 🍂🍎🌿🌲🍂 means the same thing. Then the 🪨🍂🌲🍂🪨 is replaced by 🪨🍂🌳🍂🪨 💧 the same format as before, but the tree is dead now or represents a fatal tree dying event, the water source is nearby 💧. Not the whole forest is dead, by this point it's only partially dead.

Econ 12.66: 🦍 represents a transitional form likely Australopithecus afarensis Hadar The sasquatch emoji represents 🦆 represents the slightly more human looking version of a ground Hominine. Likely still Australopithecus afarensis Dikika.

🪨🍂🌳🍂🪨🍂🌳🍂🪨 it's basically just a dead forest you know what they mean by now. Fallen leaves and rocks. 💧 is a water source. 🪨 an extra rock just to showcase how many rocks is in the environment. 🦴 represents leftover bone marrow and raw meat 🍖 parts that are scrounged for calories.

Mode 13:  represents Kenyanthropus platyops/Lomekwi 3.      same set up as before, but now they're pounding rocks into the meat and then in that high stage at gona it leads to the rocks being smashed together to make sharp flakes to cut. They were likely using the rocks to break up and hard things like nuts and bones.

Role 13.33:  represents Koobi Fora/ Lokalalei. Same exact emojis as before       the extra  represents a systematized version of rock smashing.

Econ 13.66:  represents Kokiselei  represents Bouri the more kneeling or sitting sedentary stature of the homo erectus as opposed to the earlier more active stature.  is a rock that's being used for tools.  it's a basic tool used for striking like a hammer or that designation of tool.   these emojis mean the same thing as before, but now they can eat more easily process them.

Mode 14:  represents Olduvai Bed/ Konso all the emojis mean the same thing the only emoji that's new represents  a stone cutting tool that was systematically manufactured at this time.

Role 14.33:  represents Bouri/ Peninj. Same symbols    . The axe is new it represents a stone bifacial handaxe  the new tool.

Econ 14.66:  represents sitting at hearths, the same stature. It  also represents homo erectus/Wonderwerk/Olorrgesailie.  represents fire transport and use.  is presumably a bone that's charred on the fire.

Mode 15:  represents homo erectus/early homo heidelbergensis/Kathu Pan. Same fire  and a rock  so   is a hearth that the  is kneeling at.   

Role 15.33:  Represents Kilombe/Konso. Same fire  and fire maintenance.  bone charred and meat on bone  cooked in hearth 

Econ 15.66:  represents the early homo sapiens Kathu pan.  represents Kapthurin.  represents an active lifestyle  represents a small thrusting spear or that designation of tool thrown towards small game, usually not always successful.

Mode 16:  represents late homo heidelbergensis/early homo sapiens Canteen Kopje.  represents a stone handaxe or that designation of tool used to break open bones .  represents a small animal limb cooked in the hearth to eat.

Role 16.33:  represents Gademotta/Jebel Irhoud.  is a small thrusting spear or that designation of tool.  represents a small game animal that the human is running towards trying to kill and eat for calories.

So 🏃🏻🔪🐭 is a scene of small game hunting.

Econ 16.66: 🏃🏻 represents Florisbad/
East African megafauna tracking
bands. 🔪 represents large spears or
that designation of tool.

Mode 17: 🏃🏻 represents Homo
Heidelbergensis Duinefontein/
Wonderwerk. 🪓 an axe 🔪 a
stabbing/cutting tool both used to cut
and pry large pieces of meat both
cooked in hearths 🍖 and raw
unprocessed meat just harvested from
a large animal 🍖. 🔪 could also
simultaneously represent the large
thrusting spears.

Role 17.33: 🏃🏻 represents Herto Bouri/
Twin Rivers ochre hunting bands. 🔪
represents a large thrusting spear 🐘
represents a rhino like large game
animal that the human is lunging
towards with the large thrusting spear,
usually in a group. So 🏃🏻🔪🐘 is a
scene of large game hunting.

Econ 17.66: 🏃🏻 represents Pinnacle
Point family ochre bands/Klasies River
Mouth coastal family bands. 🍒
represents a cherry or that
designation of fruit that has been
foraged and a cabbage 🥬 or that
designation of plant that has been
foraged. 🌸 represents the ochre and
ochre grinding. 🪨 represents
primitive rock shelter but not a cave.

Mode 18: 🏃🏻 represents Border cave
residential family bands/Diepkloof. 🔥

 is the fire and the hearth in the center of the cave houses/rockshelters.  represents the cave itself.  represents a slept in bed in the cave so   is cave bed.  is ochre they still use.

Role 18.33:  represents South Africa Coastal-Riverine family extraction bands/Southern African symbolic family bands.  represents a peach or that designation of fruit that was foraged,  represents broccoli or that designation of plant that was foraged.    represents the adornment of ochre stained sea shells and animal teeth.

Econ 18.66:  represents Qafzeh,  represents Châtelperronian-Aurignacian. Switch from active lifestyle to nomadic lifestyle.   .  represents paint like colors put onto beads  represents ochre and ochre grinding.  represents a cave sanctuary but that didnt happen yet it represents the basic form.  represents a burial but it was in the surface of the ground usually.

Mode 19:  represents Châtelperronian and Aurignacian.  represent cave sanctuaries.  represents the paint put onto the cave walls.  is ochre.  represents a peaceful and spiritual society. The same  burial this time in caves.

Role 19.33:  represents Aurignacian/Gravettian.    represents the same thing. 

represents a sea shell that they wear and paint.  is a burial pit and  is a coffin put into the burial pit. Probably a bit early but the behavior is appearing.

Econ 19.66:  represents gravettians/pavlovians.  represents gravettians. A shift from nomadic to settler lifestyle   .  represents ivory,  represents a venus figurine.  represents painting in a ceremonial fashion.  represents a burial pit,  represents a coffin.

Mode 20:  represents Kebaran.  represents a pit.   both represent the pit houses.  represents house building material like brick.

Role 20.33:  represents Kebaran. The rock  represents a rock or rather the materials for Stonehouse.  represents seashells.   mean the same thing.  would probably mean multiple houses, but in this circumstance means a ritual feasting hall or communal longhouses.  represents mud bricks. Or something made out of it.  is a pit like some levels of houses.  is a brick material.

Econ 20.66:  represents Natufian.  represents something to cut the wild grains with like sickle blades.  represents wild grains collection and then wheat cultivation.   represents a roasting pit.  represents roasted grains or the predecessor to bread.  represents

the pit lineage which now is becoming granaries, storage for grains, but not yet. 🏠 represents a village hut.

Mode 21: 🧑 represents Jericho. 🗡️🌾 is the same wheat, blade sickles use. 🧱 represents mud brick granaries. 🏺 represents mud brick pottery. 🕳️ is a storage pit or the granary as well. 🏠 is the same village hut type structure.

Role 21.33: 🧑 represents Samarran-Halaf/Halaf-Ubaid. 🗡️🌾🧱🏺🕳️🏠 all mean the same thing. 🗡️🌾🌽💧 is a new setup for farming. 🌽 represents corn or other crops than wheat like cereals. 💧 represents gravity fed canal water irrigation.

Econ 21.66: 🧑 represents early Uruk/Naqada with cuneiform. 🧑🚶 represents late Uruk/Naqada with donkeys & sailing. 🧑🚶 also represents the switch to the first geographically based societies and states in specific urban centers. 🐴 represents the donkey caravans and 🚢 represents sailing. 🏢 represents temple and early city construction.

Mode 22: 🧑🚶 represents Sumerian city states/Uruk period Mesopotamia. 🌃 represents a sprawling city. 🏢 represents city construction.

Role 22.33: 🧑🚶 represents ancient Egypt/Mesopotamia. 📜 represents scribal tablets/Cuneiform. 🖋️ represents writing. Rather stelae and scribal curriculum. 🔺 represents the

giza and other old kingdom structures like the sphinx. 🚢 represents the Nile valley grain routes. 🏢 represents the peak city infrastructure like the pyramids, tombs, city walls etc.

Econ 22.66: 🚶 represents Ancient Egypt new kingdom/Phoenician city states. 📖 represents the alphabet/hieroglyphics. 🎲 represents the abacus, which was probably created around this time. 🚢 represents sailing again specifically the maritime networks. 🏢 represents monumental corpus.

Mode 23: 🚶 represents ancient Greece/Roman republic. 🗿 represents being chained up like a slave. 🚢 represents military dockyards/ship sailing. ⚓ represents the anchor used by that ship.

🌉 🏛 represents the construction that was mastered. 🏛 I think is the same style of building. 🍷 represents wine production. 🌐 Represents coinage metal Works.

Role 23.33: 🚶 represents the Roman Republic/the Roman empire. 📖 represents an open Book/codex. 🏛 represents the same type of slave based construction building. 🏟 represents a Colosseum or many slaves were forced to fight for entertainment and punishment. Which represents the absolute peak of the imperial buildings. 🚢 ⚓ represents the Mediterranean grain, fleet of ships and anchors. 📯 represents the horn on the ship, which I doubt existed at

this time.

Econ 23.66:  represents Frankish kingdom/Merovingian Francia/
Carolingian Francia.  represents the written vernacular of early germanic/
romance.  represent illustrated
gospel books.  represents a sheep/
pastoral economy.  represents a
castle or the architectural style of the
times.  is a candle from this time.
 represents a Christian cross. 
represents the beginnings of the
church institutions originally from
monastic scriptoria.

Mode 24:  represents West Francia/
Capetian-Norman Europe. 
represents the oxen carts. 
represents a domesticated horse
presumably used to pull the heavy
plow and till the soil.   represents
an abundance of crops that is grown.
 represents the same church
institution that is solidifying around
this production.

Role 24.33:  represents holy roman
empire/england/france.  represent
Stone arch cart bridges.    
 represents the max productive
force of neoagriculture.  represents
the church, but now it's maximum
state of the feudal period. 
represents vernacular manuscript,
sealed charters and chanceries. All the
paper documents associated with
feudal bureaucracy.

Econ 24.66:  represents the Holy
Roman Empire/the early Dutch  

represents the printing paper used in the printing press.  represents mail in the postal system.  represents early newspapers.  represents the institutional building which started at Cave sanctuaries and houses and now it has turned into colleges and scientific institutions.   represents the banking system.

Mode 25:  represents the Dutch /early Great Britain .  represents the clock.  represents industry/industrial production.  represents a gear in a machine.  represents the college/scientific institutions.   represents industrial products like textiles.

Role 25.33:  represents the transitional pre mechanical human it also represents Great Britain .  represents the late Great Britain/early United States .  also represents the more sedentary and mechanical dependent human.   represents the steam engine and the railway.   represents the earliest mechanical prototypes for automobiles. The bicycle and motorcycle.  represents macadamized roads.  is the peak scientific/college institutions.  represents the photograph/camera.  represents the telephone.

Econ 25.66:  represents the old mechanical human, it also represents most of the 20th century: United States  / Soviet Union  / United Nations .  represents the new automated human, it also represents

the late United States 🇺🇸 / China 🇨🇳 /
BRICS 🇧🇷 🇷🇺 🇮🇳 🇨🇳 🇬🇦 .

🚗 represents mostly the entire car
lineage from partly mechanical in
united states 🇺🇸 to almost fully electric
and digital in china 🇨🇳 . 🚀 represents
rockets like in the 60s-80s in space.

🛰️ is a satellite which i think predates
humans traveling to space. 📻 is the
radio, 🎥 represents film/cinema.

📺 represents television. 🖥️ 🖱️
represents a computer setup like how
the the late 60s to 80s were. 🌐

represents the world wide web dot
com boom in the 90s and early 2000s.

📶 represents the internet and wifi
connection to the web. ➡️ 📱 Represents
the smartphone and all of the dozens
and dozens of technologies of the last
few hundred years (especially since
1916) that silicon valley compressed
straight into your pocket. 🏥

represents a hospital which is the main
institutional building of the larger
mode 26/socialist stage.

Mode 26: 🚼 represents BRICS

🇧🇷 🇷🇺 🇮🇳 🇨🇳 🇬🇦 Multinational state
solidifying and expanding into

VLBRINCSCIP 🇻🇳 🇵🇰 🇧🇷 🇷🇺 🇮🇳 🇰🇵 🇨🇳

🇬🇦 🇵🇰 🇮🇷 🇸🇪 +

🇹🇼 🇨🇳 🇭🇰 🇰🇷 🇯🇵 Or some other

automotive core like the digital East
Asian automotive core. none of these
countries are capitalist anymore.

They're all socialist just to give you
some clarification. 🤖 represents
humanoid robots powered by AI and
HD video cameras. 🌑 🏭 🔄

represents a dark auto factory. ☀️

represents Thermonuclear fusion

power.  represents the hospital which is now centered around mastered automated production.

Role 26.33:  represents united digital Asia and the united digital Afro-Asian Pacific South American continents.  represents the vacuum air ships with 360 degree thrust.  represents hypersonic pods in vacuum tubes.  represents the sphere cars with 360 degree rolling.

     Represents Direct brain to brain communication In general.     is now one string that represents the entire medical institution, which is now solidified around the perfected human material state. Body augmentation, biological immortality, tissue culture.

Econ 26.66:  represents the transitional peak material automated human. it also represents digital planet earth 1.0, it's also facing left now so it represents humanity going a new direction.  is the experiential human solidifying as a mind. it also represents digital Earth 2.0.  represents the physical act of experiencing something on a mechanical level like your electrical neurons.  is a heart it represents the beginning of emotions, being shared personally between minds. So    means a brain or a mind that is being stimulated to feel emotions and can share emotions with others.

Mode 27:  represents United Earth Tech and life 2.5/digital Earth 3.0/

valence reality beta. ✨ represents consciousness generation. ❤️ represents emotional production. 🧠 ✨ ❤️ means the minds that are stimulated to produce entire emotional conscious states.

Role 27.33: 🧠 represents digital planet Earth 3.5/valence reality Alpha. It also represents digital planet Earth 4.0/valence reality Omega. 🧠 ⚡ ✨ ❤️ it's like a new conscious state of the mind, being stimulated and feeling emotions from valence reality and also interacting with it and shaping it to stimulate better. This is where reality gets personal. They shape each other and it reaches equilibrium. So the extra ⚡ represents the extra result of stimulation of shaping your own reality or otherwise known as reality-crafting, which is a new type of thinking.

🏠 🐉 3 Pattern Alpha Scarcity Trialectic V21.0

EARTH MEGA stage version

Communication

Universe/chemical society

Universe society: Hadronized particles-spacetime fundamental forces/Milky Way Galaxy Atoms (pattern alpha linear equivalence)

🌀💥 Proto spacetime fundamental forces gravity universal Triad of universes
(16,911,431,308 BCE - 13,287,552,652 BCE) (🐉 3,623,878,656 years)

✅ (2,415,919,104 years) Planck spacetime/ fundamental forces (Observable Universe)

1. Spacetime gravity communication 16,911,431,308 BCE - 14,495,512,204 BCE

★ Proto universal communication Communication (exponential spacetime) 16,911,431,308 BCE - 16,106,124,940 BCE

- Planck epoch $T=0$ to 10^{-43} seconds
- Grand unification epoch 10^{-43} to 10^{-36} seconds after the big bang

★ Proto universal communication Network (exponential spacetime) 16,106,124,940 BCE - 15,300,818,572 BCE

- Inflationary epoch 10^{-36} to 10^{-32} seconds
- Electroweak epoch 10^{-32} to 10^{-12} seconds after the big bang

★ Proto universal communication infrastructure (exponential/linear spacetime) 15,300,818,572 BCE - 14,495,512,204 BCE

- quark-gluon plasma W/Z bozon mass epoch 10^{-12} to 10^{-6} seconds
- Hadronization 10^{-6} to 1 seconds after the Big Bang,

SPACETIME CONVERGENCE after big bang 

14,495,512,204.00000000000003169 BCE.

14,495,512,204 BCE + 1 microsecond (millionth of a second)

2,415,919,104 LAD

Linear after-date (AD) .

0.00000000000003169 EAD

Exponential after-date (AD)

 (1,207,959,552 years) example:
primordial deuterium/population III stars
(Hubble Volume)

2. Spacetime gravity Network
14,495,512,204 BCE -
13,287,552,652 BCE

 Proto Universal Network
infrastructure (linear spacetime)
14,495,512,204 BCE- 14,092,859,020 BCE

- Lepton era 1 second to 10 seconds
- Deuterium bottleneck & Big Bang nucleosynthesis 100 seconds to 20 minutes
- Photon-baryon plasma 20 minutes to 47,000 YABB (YABB= years after big bang)

 Proto Universal Network network
(linear spacetime) (14,092,859,020 BCE - 13,690,205,836 BCE)

- Matter radiation equality 47,000 YABB to 70,000 YABB
- Recombination CMB photon decoupling 70,000 YABB to 380,000 YABB

- Cosmic dark ages 380,000 YABB to 201,326,592 YABB)



Proto universal Network

communication (linear spacetime)

13,690,205,836 BCE - 13,287,552,652 BCE

- cosmic Dark Ages first gravitational structures
- molecular hydrogen cooling
- population III Carbon to Iron stars ignite and few go supernova)



Middle black hole galaxy

universal Triad of universes

(13,287,552,652 BCE - 10,871,633,548 BCE) (👹 2,415,919,104 years)
(mode 1)



1,207,959,552 years Example:

population III/II stars

(Cosmic Web)

3. Black hole galaxy Infrastructure
13,287,552,652 BCE -
12,079,593,100 BCE



Proto Universal Infrastructure

communication 13,287,552,652 BCE -
12,884,899,468 BCE

- cosmic dawn
- Reionization epoch
- first quasars, first dwarf galaxies, black hole seeds
- population 3 stars go supernova releasing Carbon To Titanium and Fe-peak Chromium to Nickel, population 2 stars ignite)



Proto Universal Infrastructure

Network 12,884,899,468 BCE -

12,482,246,284 BCE

- first massive galaxies and

- galaxy clusters form
- supermassive black holes
- AGB population 2 stars
supernova S-process: Strontium to Zirconium)



Proto Universal Infrastructure

Infrastructure 12,482,246,284 BCE - 12,079,593,100 BCE

- cosmic noon
- supermassive black holes are ubiquitous in galaxy centers
- AGB population 2 stars
supernova S-process: Barium, Lanthanum, Lead, bismuth.
neutron star merger events R-process: lanthanum to gadolinium in at least trace amounts)



1,207,959,552 years Example:
population II stars
(Supercluster complexes)

1. Black hole galaxy Infrastructure
12,884,899,468 BCE -
10,871,633,548 BCE



High Universal Infrastructure

Infrastructure 12,079,593,100 BCE - 11,676,939,916 BCE

- cosmic afternoon
- galaxy supercluster filament solidification
- population II stars peak and decline, enriched metallicity)



High Universal Infrastructure

network 11,676,939,916 BCE - 11,274,286,732 BCE

- galaxies form superclusters
- population II stars go supernova
S-process: cerium, praseodymium, neodymium,
first significant Iodine, tellurium,
xenon production)



High universal Infrastructure

Communication 11,274,286,732 BCE - 10,871,633,548 BCE

- cosmic web filament reach max density contrast
- cosmic star formation rates plateau at peak
- population II AGB and supernova S-process: gadolinium, terbium, dysprosium, holmium, erbium, thulium, ytterbium, lutetium, hafnium, tantalum, tungsten, rhenium, osmium, iridium, platinum, gold, mercury, thallium. Neutron star merger R-process: full lanthanide and actinide trace abundance including thorium and uranium)



High hadrons universal Triad of universes

(10,871,633,548 BCE- 8,455,714,444 BCE) (👾 2,415,919,104 years)



1,207,959,552 years Example:

Galaxy Superclusters networks (Laniakea Supercluster)

1. Hadron Network 10,871,633,548 BCE - 9,663,673,996 BCE

dark matter filaments lock into cosmic highways. Population II supernova blast S-process metals: cerium, praseodymium, neodymium, iodine, tellurium, xenon, cesium, barium through the channels, while neutron-star mergers inject R-process heavyweights: thorium, uranium, europium, gold, platinum. Galaxies cluster into nodes along the threads

✅ 1,207,959,552 years Example:
milky way protogalactic condensation
(Local Group Milky Way Cloud)

1. Hadron Communication
9,663,673,996 BCE -
8,455,714,444 BCE

the metal-laced gas collapses into the Milky Way. The disk spins up, globular clusters ignite, and iron, nickel, silicon, oxygen from dead generations concentrate in the bulge. Neutron star mergers seed the inner regions with fresh thorium and uranium. The galaxy becomes a localized hub, concentrating the universe's heavy elements into one hot disk

Universe/chemical society

Astrochemical society: solar system
astrochemical molecules/sun

🧬🧪🌌 Proto molecule

astrochemical Triad of universes
(8,455,714,444 BCE - 6,643,775,116 BCE) (👹 1,811,939,328 years)

✅ 1,207,959,552 years Example:
Galactic Disk
(Milky Way Disk)

1. Molecule Communication the galaxy spins into a disk and sorts H, He, C, O, Si, Fe, Mg, Ca into a metal gradient. Silicate and carbon dust grains condense, and CO, H₂O ice, NH₃, CH₄ cook on their surfaces. 8,455,714,444 BCE - 7,247,754,892 BCE

✅ 603,979,776 years Example: Orion

arm

(Milky Way Orion Arm)

2. Molecule Network Spiral arms and superbubbles carve the gas into channels. Supernova blast O, Mg, Si, S, Ar, Fe, Ni, plus radioactive Al-26 and Fe-60 into fresh molecular clouds.
7,247,754,892 BCE -
6,643,775,116 BCE

   Middle molecule stockpile astrochemical Triad of universes
(6,643,775,116 BCE - 5,435,815,564 BCE) ( 1,207,959,552 years)
(mode 2)

 603,979,776 years Example:
Interstellar medium enrichment
(Milky Way Local Bubble)

3. Molecule stockpile
Infrastructure space between stars fills with silicate dust, carbon grains, PAHs, and ice mantles of H₂O, CO, CO₂, NH₃, CH₃OH, H₂CO. 6,643,775,116 BCE - 6,039,795,340 BCE

 603,979,776 years Example: Giant molecular cloud
(Local Bubble)

4. Molecule stockpile nrastructure
H₂, He, silicate dust, water ice, ammonia, and methane stockpile in the cold. Magnetic fields freeze into the gas.
6,039,795,340 BCE -
5,435,815,564 BCE

    High solar system compounds astrochemical Triad of

universes

(5,435,815,564 BCE - 4,227,856,012 BCE) ( 1,207,959,552 years)

✓ 603,979,776 years Example: Pre solar molecular cloud
(Solar cloud)

5. Solar system compounds
Network A supernova shock injects iron-60, aluminum-26, calcium, and magnesium into the mix. Chondrules flash-heat into solid silicate droplets. S-process elements: strontium, zirconium, barium from dead stars network into the cloud.
5,435,815,564 BCE -
4,831,835,788 BCE

✓ 603,979,776 years Example: Planet Earth
(Solar system)

6. Solar system compounds
Communication the central mass ignites into the sun. The disk collapses into planets. Earth separates into an iron/nickel core, silicate mantle, and crust of zircon, Quartz, and feldspar. The late heavy bombardment delivers water, carbon, , and nitrogen.
4,831,835,788 BCE -
4,227,856,012 BCE

Universe/chemical society

Geochemical society: RNA-DNA/
chromosome

  Proto nucleotide geochemical
Triad of universes
(4,227,856,012 BCE- 3,321,886,348

BCE) ( 905,969,664 years)

✓ 603,979,776 years Example:

Prebiotic monomers

(Vaalbara Equatorial)

1. Geochemical Communication
Volcanic vents and lightning blast the early ocean. Amino acids and lipids cook up and clump into bubble-like vesicles. A rock stops being dead rock and starts being a chemical conversation 4,227,856,012 BCE - 3,623,876,236 BCE

✓ 301,989,888 years Example:

Genetic polymers: RNA world

(Vaalbara Equatorial)

2. Geochemical Network muddy surfaces bake and flood in cycles. RNA sticks to clay, copies itself, and base-pairing locks in recipes. Life stops being random soup and starts keeping records. 3,623,876,236 BCE - 3,321,886,348 BCE

 Middle RNA-DNA geochemical

Triad of universes

(3,321,886,348 BCE - 2,717,906,572 BCE)

( 603,979,776 years)

(mode 3)

✓ 301,989,888 years Example:

progenote/proto cells

(Vaalbara Equatorial)

3. RNA-DNA Infrastructure open water dilutes everything. Lipid membranes seal into bubbles, trapping catalysts inside, and proton gradients form across the skin. Life stops being open

soup and starts running
enclosed factories
3,321,886,348 BCE -
3,019,896,460 BCE

✅ 301,989,888 years Example: LUCA
(Kenorland Equatorial)

4. RNA-DNA Infrastructure
Chemical Soup gets crowded.
LUCA locks in the universal
code, swaps RNA for DNA
storage, and hardwires
metabolism. Life stops being a
fragile recipe and starts running
a protected factory
3,019,896,460 BCE -
2,717,906,572 BCE

  High chromosome geochemical
Triad of universes
(2,717,906,572 BCE - 2,113,926,796
BCE) ( 603,979,776 years)

✅ 301,989,888 years Example:
Domain: Archaea
(Kenorland Equatorial)

5. Chromosome Network
Temperatures swing and oxygen
turns poison. Archaea weave
weird lipids to survive boiling
acid and freezing salt, while
spacer tags mark invading DNA.
Life stops being mild-water and
starts colonizing hell
2,717,906,572 BCE -
2,415,916,684 BCE

✅ 301,989,888 years Example:
Domain: Eukaryote
(Kenorland Equatorial)

6. Chromosome Communication
Oxygen piles up, burning simple
cells. One cell swallows a
bacterium that becomes a

power-plant, while a nucleus walls off DNA. Life stops being a blob and starts running a fortified city 2,415,916,684 BCE - 2,113,926,796 BCE

Network

Aquatic society

Eukaryote society: nucleus with chromosomes/cellular tissues-sex

       Proto nucleus eukaryote triad of Universal Evolution (2,113,926,796 BCE - 1,660,941,964 BCE) ( 452,984,832 years)

✓ 301,989,888 years Example:

Domain: Eukaryote
(Nuna Equatorial)

1. Nucleus Communication Oxygen poisons the water. They swallow a bacterium for power, lock DNA in a nucleus, and trade genes. Life stops drifting and starts running a protected command center 2,113,926,796 BCE - 1,811,936,908 BCE

✓ 150,994,944 years Example:

Unikonta

(Nuna Equatorial)

2. Nucleus network food sinks into mud. They grow protein ropes to crawl and shape-shift, wiring sensors to sniff it out. Life stops floating and starts hunting through dirt. 1,811,936,908 BCE - 1,660,941,964 BCE

     Middle movement

eukaryote triad of Universal Evolution
(1,660,941,964 BCE - 1,358,952,076 BCE)

(👹 301,989,888 years)
(mode 4)

✓ 150,994,944 years Example:
Opisthokonta
(Nuna Equatorial)

3. Movement Infrastructure Rocks get crowded. They grow a tail to swim to new spots, read chemical trails to find food patches, and build mesh armor to survive bumps. Life stops drifting and starts chasing.
1,660,941,964 BCE -
1,509,947,020 BCE

✓ 150,994,944 years Example:
Opisthokonta
(Nuna Equatorial)

4. Movement Infrastructure Shallow water gets crowded. They weave sticky glue to grip rocks and run collar-cell filters to trap food. Life stops drifting and starts anchoring.
1,509,947,020 BCE -
1,358,952,076 BCE

🍱🌊🌊🌊 High tissue eukaryote triad of Universal Evolution
(1,358,952,076 BCE - 1,056,962,188 BCE) (👹 301,989,888 years)

✓ 150,994,944 years Example:
Holozoa
(Rodinia Equatorial)

5. Tissue Network Colonies grow past a few dozen cells and start falling apart. They wire chemical signals to pass orders cell-to-

cell, telling each one where to sit. Life stops being a pile and starts being a blueprint
1,358,952,076 BCE -
1,207,957,132 BCE

✓ 150,994,944 years Example:

Kingdom: Animalia

(Rodinia Equatorial)

6. Tissue Communication The seabed gets crowded They form the first true multicellular colonies with coordinated movement splitting tasks between swimmers and feeders. They split baby-making cells from body cells and build 3 tissue layers 1,207,957,132 BCE - 1,056,962,188 BCE

Aquatic society

Animal society: specialized cellular organism/body

    Proto swaying gripping animal triad of Universal Evolution
(1,056,962,188 BCE - 830,469,772 BCE)

( 226,492,416 years)

✓ 150,994,944 years Example:

Kingdom: Animalia

(Rodinia Equatorial)

1. Swaying gripping Communication Oceans get packed with tiny competitors. First animals learn that clumping cells together beats going solo. They build water-pumping chambers to catch food, grow hard

spikes to keep their shape, and run a simple defense to stop invaders. Daily life is running one big filter machine
1,056,962,188 BCE - 905,967,244 BCE

✅ 75,497,472 years Example:

Subkingdom: Parazoa

(Rodinia Equatorial)

2. Swaying gripping Network mud and sand start smothering loose creatures. Sponges spread sticky nets to grip rocks, piling into mounds that reshape the seafloor. They send babies drifting to claim new ground. Daily life is building living architecture. 905,967,244 BCE - 830,469,772 BCE

    Middle body planning animal triad of Universal Evolution
(830,469,772 BCE - 679,474,828 BCE)
(👹 150,994,944 years)
(mode 5)

✅ 75,497,472 years Example: Phylum: Porifera

(Rodinia Equatorial)

3. Body planning Infrastructure currents turn violent. Some build glass skeletons to survive deep water crushing, others weave rubbery fibers to sway without snapping. They can grow back from almost any wound. Daily life is matching their build to the current.
830,469,772 BCE - 754,972,300 BCE

✓ 75,497,472 years Example: Phylum: Porifera (Rodinia, Equatorial)

4. Body planning Infrastructure rough currents shred soft bodies. Sponges build glass skeletons to lock into rocks, cementing coral reef architecture that shelters other species 754,972,300 BCE - 679,474,828 BCE

     High nerve net nerve cord specialized cellular animal triad of Universal Evolution (679,474,828 BCE - 528,479,884 BCE) ( 150,994,944 years)

✓ 75,497,472 years Example: Phylum: Cnidaria (Gondwana, Equatorial)

5. Specialized Cellular Organism Network Warm shallows favor pack hunting. Corals and jellyfish link into stinging webs- one stings, all feed 679,474,828 BCE - 603,977,356 BCE

✓ 75,497,472 years Example: Phylum: chordate (South China block Equatorial)

6. Specialized Cellular Organism Communication Sea scorpions prowl the shallows. Chordates grow a stiff back-rod to flash escape signals down the body, twitching through weeds in synchronized waves 603,977,356 BCE - 528,479,884 BCE

Aquatic society

Aquatic amphibious society: body
ambusher/swimming group

    Proto backbone brain
aquatic amphibious triad of Universal
Evolution
(528,479,884 BCE - 415,233,676 BCE)
( 113,246,208 years)

✓ 75,497,472 years Example: Phylum:
Chordate
(Laurentia Equatorial)

1. Backbone brain Communication
Shallow seas clog with silt, so
sight fails. Chordates flick on
their stiff back-rods to send
pressure ripples through the
murk, weaving blind through
weed thickets to dodge sea
scorpion patrols 528,479,884
BCE - 452,982,412 BCE

✓ 37,748,736 years Example:
Subphylum: Vertebrate
(Gondwana Equatorial)

2. Backbone brain Network
Predators outgrow the weed
beds and push vertebrates into
open channels. Their
segmented backbones let them
spring-dodge between rock
crevices, and hemoglobin keeps
them sprinting longer in
exposed water 452,982,412
BCE - 415,233,676 BCE

    Middle Jaws Fins limbs
aquatic amphibious triad of Universal
Evolution
(415,233,676 BCE - 339,736,204 BCE)
( 75,497,472 years)
(mode 6)

✓ 37,748,736 years Example:

Infraphylum: Gnathosome

(South china block- Equatorial)

3. Jaws fins limbs Infrastructure
shoreline pools dry in cycles,
killing off soft drifting food.
Gnathosomes prowl tide pools
with hinged jaws to crack
shellfish, using paired fins as
brakes against the surge-now
gripping prey instead of
passively filtering 415,233,676
BCE - 377,484,940 BCE

✓ 37,748,736 years Example:

Superclass: Tetrapod

(Northern Euramerica)

4. Jaws fins limbs Infrastructure
Fins harden into limbs with
gripping digits to pin prey in
shallows, hips fuse to backbone
for explosive lunges from
mudbanks, ribs beef up to
support weight during the
strike, and eyes shift to the top
of the head to watch for targets
while bodies stay flat and
hidden 377,484,940 BCE -
339,736,204 BCE



High body ambusher
aquatic amphibious triad of Universal
Evolution

(339,736,204 BCE- 264,238,732 BCE)

(👹 75,497,472 years)

✓ 37,748,736 years Example: Class:
Amphibia

(Equatorial Pangea)

5. Body ambusher Network early
Amphibians map shoreline kill
zones, massing at river bends to
corner fish schools, then

fanning out across mud flats to
strike from murky shallows
339,736,204 BCE - 301,987,468
BCE

✓ 37,748,736 years Example: Order:
Anthracosauria/Amniota
(Equatorial Pangea)

6. Body ambusher Communication
Amniotic eggs with shell
membranes let them nest at the
ambush site without returning to
water, scaly skin holds moisture
through long waits in the mud
internal sex locks courtship to
the shoreline, and rib breathing
keeps them flat and still while
striking from the shallows
301,987,468 BCE - 264,238,732
BCE

Infrastructure

Terrestrial society

Terrestrial society: plant-insect
scrounger/burrow

    Proto chewing terrestrial
triad of Universal Evolution
(264,238,732 BCE - 207,615,628 BCE)
( 56,623,104 years)

✓ 37,748,736 years Example: Class:
Amniota
(equatorial Pangea)

1. Chewing Communication
amniotes crack the land code:
shelled eggs with fluid sacks let
them drop babies on dry
ground, scaly skin stops them
from drying out, and sex moves

inside the body so water is
never needed to breed
264,238,732 BCE -
226,489,996 BCE

✓ 18,874,368 years Example:

Subclass: Synapsid
(Equatorial Pangea)

2. Chewing Network one skull hole
anchors bigger jaw muscles for
crunching tough bugs, teeth
sort into front stabbers and
back grinders, and sparse hair
bristles hold warmth for night
hunting while reptiles sleep
226,489,996 BCE - 207,615,628
BCE



Middle warm blooded burrow

Terrestrial triad of Universal Evolution
(207,615,628 BCE - 169,866,892 BCE)
(🐉 37,748,736 years)
(mode 7)

✓ 18,874,368 years Example: Order
Therapsid
(Southern Pangea)

3. Warm blooded burrow
Infrastructure legs tuck under
for upright sprinting between
holes, the roof of the mouth
seals so they can chew and
breathe while digging, and warm
blood fires up enough to keep
them moving when the sun
drops 207,615,628 BCE -
188,741,260 BCE

✓ 18,874,368 years Example:
Suborder: Cynodont
(Southern Pangea interior)

4. Warm blooded burrow

infrastructure Jaw hinge
rebuilds for crushing hard seeds
and tough bugs, hard palate to
chew and breathe together, legs
tucked under for upright
sprinting between burrows, and
skin weeps nutrient sludge from
skin patches for helpless young
188,741,260 BCE - 169,866,892
BCE



High plant-insect scrounger terrestrial
triad of Universal Evolution
(169,866,892 BCE - 132,118,156 BCE)
(👹 37,748,736 years)

✅ 18,874,368 years Example:

Infraorder: Eucynodontia

(Central-southern Pangea)

5. Plant-insect scrounger Network
back teeth become grinding
platforms for crushing hard
seeds and bug shells, babies
stay helpless longer tying
mothers to dens, small groups
split between digging and
lookout duty, and grooming
cements trust between burrow
mates 169,866,892 BCE -
150,992,524 BCE

✅ 18,874,368 years Example: Stem

Mammaliaformes

(Southern Laurasia)

6. Plant-insect scrounger
Communication warm blood lets
them chatter and hunt while
reptiles sleep, beginning of
suckling instead of licking skin
patches 150,992,524 BCE -
132,118,156 BCE

Terrestrial society

Mammal society: fruit-insect
scrounger/maternal pair



Proto fur mammal triad of Universal
Evolution
(132,118,156 BCE - 103,806,604 BCE)
(🐉 28,311,552 years)

✓ 18,874,368 years Example: Stem
Mammaliaformes
(Western Laurasia)

1. Fur Communication fur traps
heat while reptiles sleep, milk
feeds the young, and the outer
brain swells to read the forest
floor 132,118,156 BCE -
113,243,788 BCE

✓ 9,437,184 years Example: Class:
Mammalia
(Laurasia)

2. Fur Network Warm blood lets
them night bug raid, heat cycles
sync to fruit blooms, moms hole
up with pups in dens while
scent smears mark shifting turf
lines 113,243,788 BCE -
103,806,604 BCE



Middle mothering milk mammal triad
of Universal Evolution
(103,806,604 BCE - 84,932,236 BCE)
(🐉 18,874,368 years)
(mode 8)

✓ 9,437,184 years Example: Class:
Mammalia
(Laurasia)

3. Mothering milk Infrastructure
the heart fully splits into 4
chambers, the diaphragm drives
breathing, teeth specialize into
cutters and grinders, and milk
locks in its recipe of fats and
sugars for fast-growing babies
103,806,604 BCE - 94,369,420
BCE

✓ 9,437,184 years Example: Class:
Mammalia
(Central Laurasia)

4. Mothering milk Infrastructure
Fur coats lock in for warmth,
milk glands turn on for feeding
young, 3 tiny ear bones detach
from the jaw for sharper hearing
twigs breaking on the forest
floor, and the outer brain beefs
up to map fruit trees and bug
patches 94,369,420 BCE -
84,932,236 BCE



High fruit-insect scrounger mammal
triad of Universal Evolution
(84,932,236 BCE- 66,057,868 BCE)
(🐉 18,874,368 years)

✓ 9,437,184 years Example:
Subclass: Theria
(East Laurasia)

5. Fruit-insect scrounger Network
live birth splits into two
strategies: pouch moms haul
tiny babies in their skin folds for
fast escape, placenta moms
grow them inside longer for
protection heat cycles lock to
fruit and bug seasons , social
groups share burrows with
assigned lookouts while others
dig for insects 84,932,236 BCE

- 75,495,052 BCE

✓ 9,437,184 years Example:

Infraclass: Eutheria

(Laurasia)

6. Fruit-insect scrounger

Communication Placentals

refine the maternal line:

weaning, play behavior, social learning, oxytocin attachment, and emotional vocalization

75,495,052 BCE - 66,057,868 BCE

Terrestrial society

Primate society: fruit scavenger/troop



Proto hands primate triad of Universal Evolution

(66,057,868 BCE - 51,902,092 BCE)

(👹 14,155,776 years)

✓ 9,437,184 years Example:

Superorder: Euarchontoglires

(Western Laurasia)

1. Hand Communication Eyes

swing forward for depth

perception, hands upgrade for precise grip, and the snout

shrinks to make room for a

bigger visual brain 66,057,868 BCE - 56,620,684 BCE

✓ 4,718,592 years Example:

Grandorder: Euarchonta

(Laurasia-Atlantic Break)

2. Hand Network flat nails replace

claws for stable bark grip,

mobile ankles pivot to cling and

leap vertically, and forward-

facing eyes judge gaps between

trunks while contact calls
coordinate troop movement
through scattered trees,
56,620,684 BCE- 51,902,092
BCE



Middle swinging primate triad of
Universal Evolution
(51,902,092 BCE - 42,464,908 BCE)
(🐉 9,437,184 years)
(mode 9)

✅ 4,718,592 years Example: Order:
Primate
(North America and Eurasia)

3. Swinging Infrastructure
opposable thumbs lock in,
fingerprints appear for friction,
and arms lengthen for swinging
hand-over-hand through
branches 51,902,092 BCE -
47,183,500 BCE

✅ 4,718,592 years Example:
Suborder: Haplorrhini
(Southern China block)

4. Swinging Infrastructure sealed
eye sockets, fused jaws, bigger
front brain, full daytime
schedule 47,183,500 BCE -
42,464,908 BCE



High fruit scavenger primate triad of
Universal Evolution
(42,464,908 BCE- 33,027,724 BCE)
(🐉 9,437,184 years)

✅ 4,718,592 years Example:
Infraorder: Simiiformes

(South China block to Afro-Arabia plate)

5. Fruit scavenger Network tail grips like a hand, arm-swinging travel, fluid crews that split and regroup using buddy alliances and local calls 42,464,908 BCE-37,746,316 BCE

✓ 4,718,592 years Example:
Parvorder: Anthropoids
(Afro-Arabian plate)

6. Fruit scavenger Communication
Heavy grinders, cheek pockets, readable faces and hand signals to claim turf or beg scraps without shouting. First hints of reading minds. 37,746,316 BCE - 33,027,724 BCE

HOMINOID MEGA stage

Infrastructure

Hominoid/Hominid/Hominin society

Ape/hominoid society: frugivore/troop



Proto fruitspotting troop ape/hominoid triad of Evolutionary technologies (33,027,724 BCE - 25,949,836 BCE) (👤 7,077,888 years)

✓ 4,718,592 years Example:
Aegyptopithecus Fayum tree troops (Egypt)

1. Fruitspotting troop
Communication slapping branches at rivals and

screaming when hawks dove
towards them 33,027,724 BCE -
28,309,132 BCE

✓ 2,359,296 years Example:

Kamoyapithecus Lothidok tree troops
(Kenya)

2. Fruitspotting troop Network
scrambling through East African
woodland canopy as scattered
troops rushing toward any tree
with ripe fruit and hollering to
bring the others over
28,309,132 BCE - 25,949,836
BCE



Middle Tree nest triad of Evolutionary
technologies

(25,949,836 BCE - 21,231,244 BCE)

(👹 4,718,592 years)

(mode 10)

✓ 2,359,296 years Example:

Moeripithecus Rusinga tree troops
(Kenya)

3. Tree nest Infrastructure
sleeping curled up on thick
horizontal branches and in
natural tree forks, returning to
the same sturdy trees night
after night instead of picking
random spots 25,949,836 BCE -
23,590,540 BCE

✓ 2,359,296 years Example:

Proconsul troop bands (Kenya)

4. Tree nest Infrastructure building
simple individual leaf nests in
the canopy for small family
troops , using hands and teeth
to peel fruit and strip leaves

while sitting on thick branches
23,590,540 BCE - 21,231,244
BCE



High frugivore ape/hominoid triad of
Evolutionary technologies

(21,231,244 BCE- 16,512,652 BCE)

(🐉 4,718,592 years)

✅ 2,359,296 years Example:

Morotopithecus canopy bands
(Uganda)

5. Frugivore 1 Network daily troop circuits through the rainforest canopy following seasonal fruit flushes 21,231,244 BCE - 18,871,948 BCE

✅ 2,359,296 years Example:

Rangwapithecus Rusinga troop bands
(Kenya)

6. Frugivore 1 Communication short-range contact calls and branch-shaking to keep small troops together in dense canopy single alarm barks for eagles and snakes, facial grimaces for social bonding 18,871,948 BCE - 16,512,652 BCE

Hominoid/Hominid/Hominin society

Great Ape/Hominid society: frugivore/
band



Proto fruit trailing band great ape/
Hominid triad of Evolutionary
technologies

(16,512,652 BCE - 12,973,708 BCE)

(👤 3,538,944 years)

✓ 2,359,296 years Example:

Afropithecus canopy bands (Kenya)

1. Fruit trailing Communication
louder calls and more elaborate
chest-beating than ape troops
to hold a bigger group together
in the canopy, starting to use
distinct warning sounds for
ground predators vs aerial
threats 16,512,652 BCE -
14,153,356 BCE

✓ 1,179,648 years Example:

Nacholapithecus corridor bands
(Kenya)

2. Fruit trailing Network the band
trailing after ripening fruit
through the inside forest canopy
as a loose group instead of
scattered individuals 14,153,356
BCE - 12,973,708 BCE



Middle tree bed great ape/Hominid
triad of Evolutionary technologies
(12,973,708 BCE - 10,614,412 BCE)

(👤 2,359,296 years)

(mode 11)

✓ 1,179,648 years Example:

Kenyapithecus nest bands (Kenya)

3. Tree bed Infrastructure piling
branches and leaves into
sleeping platforms high in the
canopy 12,973,708 BCE -
11,794,060 BCE

✓ 1,179,648 years Example:

Chororapithecus forest bands
(Ethiopia)

4. Tree bed infrastructure building sturdy tree nests and feeding platforms high in the canopy for band-sized groups 11,794,060 BCE - 10,614,412 BCE



High frugivore great ape/Hominid triad of Evolutionary technologies
(10,614,412 BCE - 8,255,116 BCE)
(👹 2,359,296 years)

✓ 1,179,648 years Example:

Nakalipithecus corrodor bands (Kenya)

5. Frugivore 2 Network band-sized circuits through forest corridors between seasonal fruiting trees and water sources 10,614,412 BCE - 9,434,764 BCE

✓ 1,179,648 years Example:

Samburupithecus canopy bands (Kenya)

6. Frugivore 2 Communication complex calls to coordinate band movement and warn rival bands 9,434,764 BCE - 8,255,116 BCE

Hominoid/Hominid/Hominin society

Hominin stick age society: Subject: frugivore/troop



Proto ground hominin stick age triad of Evolutionary technologies
(8,255,116 BCE - 6,485,644 BCE)
(👹 1,769,472 years)

✓ 1,179,648 years Example:

Nekalipithecus East African tree bands

1. Ground Communication yelling from the trees and throwing sticks and fruit at predators on the ground below 8,255,116 BCE - 7,075,468 BCE

✓ 589,824 years Example:

Sahelanthropus tchadensis bands (Chad)

2. Ground Network walking on 2 legs between tree patches and lake edges , keeping an eye out for big cats while moving from one food spot to another 7,075,468 BCE - 6,485,644 BCE



stick age triad of Evolutionary technologies (6,485,644 BCE - 5,305,996 BCE)

(mode 12)

✓ 589,824 years Example: Orrorin tugenensis Lukeino ground bands (Kenya)

3. Ground bed Infrastructure building rough branch beds on the ground near the water then climbing back into the trees when something scary shows up 6,485,644 BCE - 5,895,820 BCE

✓ 589,824 years Example:

Ardipithecus kadabba Middle Awash woodland bands (Ethiopia)

4. Ground bed infrastructure building ground level sleeping

nests from gathered branches
at tree bases, retreating to trees
at night 5,895,820 BCE -
5,305,996 BCE

           
   High Frugivore hominin stick
age triad of Evolutionary technologies
(5,305,996 BCE - 4,126,348 BCE)
( 1,179,648 years)

✓ 589,824 years Example: Orrorin
tugenensis Lothagam foraging bands
(Kenya)

5. Frugivore 3 network daily troops
circuits through woodland
corridors between fruiting tree
patches and seasonal water
sources while scanning for
predators 5,305,996 BCE -
4,716,172 BCE

✓ 589,824 years Example:
Ardipithecus ramidus Aramis bipedal
bands (Ethiopia)

6. Frugivore 3 communication
ground-level alarms and gesture
signaling to coordinate troop
defense, using sticks to probe
termite mounds and ward off
predators while foraging upright
4,716,172 BCE - 4,126,348 BCE

Network

Hominine society

Homo Habilis stone smash-scraper
society: Subject: scrounger/band

           
   Proto hauling Homo Habilis

stone smash-scraper triad of
Evolutionary technologies
(4,126,348 BCE- 3,241,612 BCE)
(👹 884,736 years)

✓ 589,824 years Example:
Australopithecus Afarensis Hadar
ground bands (Ethiopia)

1. Hauling communication ground-level alert calls and gesture signaling to alert the band of predators coordinate movement toward vulture activity, and maintain group cohesion on open savanna, picking up loose stones to throw as warnings
4,126,348 BCE - 3,536,524 BCE

✓ 294,912 years Example:
Australopithecus Afarensis Dikika
carrying bands (Ethiopia)

2. Hauling Network daily ground-survey circuits through Woodland and Lakeshore edge, scanning for predator kills, tracking scavenger birds, and mapping safe routes between trees and carcass sites, carrying heavy rocks between sites
3,536,524 BCE - 3,241,612 BCE

🦷 🪨 💥 🪨 🦴 🍖 Middle stoneflakes
Homo Habilis stone smash-scraper
triad of Evolutionary technologies
(3,241,612 BCE - 2,651,788 BCE)
(👹 589,824 years)
(mode 13)

✓ 294,912 years Example:
Kenyanthropus Platyops/early
Australopithecus Lomekwi 3 sitting

bands (Kenya)

3. Stoneflakes infrastructure returning to the same lakeshore spots to strike nuts and bones with heavy rocks, breaking them open to eat 3,241,612 BCE - 2,946,700 BCE

✓ 294,912 years Example: Gona tool-making bands (Ethiopia)

4. Stoneflakes Infrastructure workshop sites where they sat and smashed rocks together to make sharp stoneflakes 2,946,700 BCE- 2,651,788 BCE

       High scrounger
Homo Habilis stone smash-scraper
triad of Evolutionary technologies
(2,651,788 BCE - 2,061,964 BCE)
(👑 589,824 years)

✓ 294,912 years Example: Koobi Fora walking bands (Kenya)

5. Scrounger Network walking circuits carrying rocks from rocky highlands to lakeshore dead animal sites, then back for more rocks 2,651,788 BCE - 2,356,876 BCE

✓ 294,912 years Example: Lokalalei rock-striking bands (Kenya)

6. Scrounger Communication learning the right angle to hit rocks so sharp pieces fly off and teaching each other how to crack open bones for marrow 2,356,876 BCE - 2,061,964 BCE

Hominine society

Homo Erectus Stone handaxe tooler

society: Subject: chopstriker/band

     Proto handheld tool
Homo Erectus Stone handaxe tooler
triad of Evolutionary technologies
(2,061,964 BCE- 1,619,596 BCE)
( 442,368 years)

✓ 294,912 years Example: Kokiselei 4
tool bands (Kenya)

1. Handheld tool communication
early large cutting tool (LCT)
production for systematic
carcass disarticulation shift
from Oldowan pounding to
chopping and striking 2,061,964
BCE - 1,767,052 BCE

✓ 147,456 years Example: Bouri
ranging bands (Ethiopia)

2. Handheld tool network first
extended ranging to beyond
immediate camp to local tool-
stone outcrops for core
replenishment. short and local
1,767,052 BCE- 1,619,596 BCE

     Middle stone cutting
tool Homo Erectus Stone handaxe
tooler triad of Evolutionary
technologies
(1,619,596 BCE - 1,324,684 BCE)
( 294,912 years)
(mode 14) (universe->subject
switches to subject->universe)

✓ 147,456 years Example: Olduvai
Bed II camp bands (Tanzania)

3. Stone tool infrastructure first
open-air base camps with
dedicated stone striking floors
and large mammal butchery

scatters 1,619,596 BCE-
1,472,140 BCE

✓ 147,456 years Example: Konso
workshop bands (Ethiopia)

4. Stone tool infrastructure
systematic large stone cutting
tool (LCT) manufacture at
prepared quarry workshop sites
1,472,140 BCE - 1,324,684 BCE

     High chopstriker

Homo Erectus Stone handaxe tooler
triad of Evolutionary technologies
(1,324,684 BCE - 1,029,772 BCE)
(👹 294,912 years)

✓ 147,456 years Example: Bouri
landscape bands (Kenya)

5. Chopstriker network repeated-
use ranging circuits between
Lakeshore residential bases and
distant volcanic tool-stone
sources systematic transport of
large game carcasses and
prepared stone cores across
expanded rift Valley territories
1,324,684 BCE- 1,177,228 BCE

✓ 147,456 years Example: Peninj
handaxe bands (Tanzania)

6. Chopstriker communication
bifacial handaxe refinement and
large cutting tool
standardization for coordinated
group hunting 1,177,228 BCE -
1,029,772 BCE

Hominine society

Homo Heidelbergensis Fire/cooking
society: Subject: cook-butcher/camp

   Proto fire transport Homo Heidelbergensis Fire/cooking triad of Evolutionary technologies (1,029,772 BCE - 808,588 BCE) ( 221,184 years)

✓ 147,456 years Example: Homo Erectus Wonderwerk Cave fire bands (South Africa)

1. Fire communication controlled fire use and burnt bone/ash accumulation for cooking and predator deterrence 1,029,772 BCE- 882,316 BCE

✓ 73,728 years Example: Homo Erectus Olorgesailie mobility bands (Kenya)

2. Fire network seasonal circuits linking rift valley lake basin fire camps to highland obsidian outcrops and tool-stone replenishment and fire-kit transport 882,316 BCE- 808,588 BCE

   Middle hearth Homo Heidelbergensis Fire/cooking triad of Evolutionary technologies (808,588 BCE - 661,132 BCE) ( 147,456 years) (mode 15)

✓ 73,728 years Example: Homo Erectus/ early Homo Heidelbergensis Duinefontein camp bands (South Africa)

3. Hearth infrastructure open-air camp complexes with constructed hearth features and systematic butchery stone arrangements 808,588 BCE-

734,860 BCE

✓ 73,728 years Example: Kathu Pan complex bands (South Africa)

4. Hearth infrastructure systematic butchery floors with constructed hearth features and core provisioning stations
734,860 BCE- 661,132 BCE

    High cook-butcher Homo Heidelbergensis Fire/cooking triad of Evolutionary technologies
(661,132 BCE - 513,676 BCE)
( 147,456 years)

✓ 73,728 years Example: Homo Erectus Kilombe Quarry bands (Kenya)

5. Cook-butcher network seasonal highland circuits linking rift valley butchery camps to tool-stone outcrops for large cutting tool replenishment 661,132 BCE- 587,404 BCE

✓ 73,728 years Example: Homo Erectus Konso symmetry bands (Ethiopia)

6. Cook-butcher communication
Standardized Acheulean Handaxes and fire-maintenance signaling and megafauna butchery protocols for group coordination 587,404 BCE- 513,676 BCE

Communication

Hunting/gathering society

Homo Neanderthal 1-Homo Sapiens 1
Small game society: Subject: hunter/

camp

 Proto small spears Homo
Neanderthal 1 -Homo-Sapiens 1 small
game triad of Evolutionary
technologies
(513,676 BCE - 403,084 BCE)
( 110,592 years)

✓ 73,728 years Example: early Homo
Sapiens Kathu Pan ochre bands (South
Africa)

1. Small spears communication
ochre grinding and early
convergent point production for
hafted small game thrusting
spears 513,676 BCE - 439,948
BCE

✓ 36,864 years Example: Kapthurin
mobility bands (Kenya)

2. Small spears network direct
pedestrian circuits linking
residential camps to local
highland tool-stone outcrops for
core replenishment and return
hunting 439,948 BCE - 403,084
BCE

 Middle small butchery
Homo Neanderthal 1 -Homo Sapiens 1
small game triad of Evolutionary
technologies
(403,084 BCE - 329,356 BCE)
( 73,728 years)
(mode 16)

✓ 36,864 years Example: late Homo
Heidelbergensis/ early Homo Sapiens
Canteen Kopje camp bands (South
Africa)

3. Small butchery infrastructure open-air residential camps with early prepared core stations and small game butchery stone arrangements 403,084 BCE- 366,220 BCE

✓ 36,864 years Example: Kapthurin base bands (Kenya)

4. Small butchery infrastructure prepared blade core stations and small game butchery camps 366,220 BCE- 329,356 BCE

   High small hunter Homo Neanderthal 1 -Homo Sapiens 1 small game triad of Evolutionary technologies (329,356 BCE- 255,628 BCE) ( 73,728 years)

✓ 36,864 years Example: Gademotta mobility bands (Ethiopia)

5. Small hunter network seasonal circuits linking highland obsidian sources to lowland lake basin hunting territories 329,356 BCE - 292,492 BCE

✓ 36,864 years Example: Jebel Irhoud hunting bands (Morocco)

6. Small hunter communication standardized flake point production and ochre grinding for hunting group coordination 292,492 BCE- 255,628 BCE

Hunting/gathering society

Homo Neanderthal 2-Homo Sapiens Sapiens 2 Big game society: Subject:

hunter/hunting pack

  Proto large spears Homo
Neanderthal 2- Homo Sapiens Sapiens
2 big game triad of Evolutionary
technologies
(255,628 BCE - 200,332 BCE)
( 55,296 years)

✓ 36,864 years Example: Florisbad
hunting bands (South Africa)

1. Large spears communication
convergent stone point
production and ochre-based
compound adhesive for hafted
thrusting spears 255,628 BCE -
218,764 BCE

✓ 18,432 years Example: East African
megafauna tracking bands

2. Large spears network seasonal
pursuit circuits following
migratory herbivore herds
between permanent water
sources and savannah grazing
218,764 BCE -200,332 BCE

     Middle large butchery
Homo Neanderthal 2-Homo Sapiens
Sapiens 2 big game triad of
Evolutionary technologies
(200,332 BCE - 163,468 BCE)
( 36,864 years)
(mode 17)

✓ 18,432 years Example: Homo
Heidelbergensis Duinefontein
butchery bands (South Africa)

3. Large butchery infrastructure
open-air butchery stations with
prepared stone tool caches and
large-game bone processing
scatters 200,332 BCE- 181,900

BCE

✓ 18,432 years Example:

Wonderwerk rock shelter hunting bands (South Africa)

4. Large butchery infrastructure rock shelter bases with repeated-use hearths and prepared butchery stone installations 181,900 BCE - 163,468 BCE



High large hunter Homo Neanderthal 2-Homo Sapiens Sapiens 2 big game triad of Evolutionary technologies

(163,468 BCE- 126,604 BCE)

(👑 36,864 years)

✓ 18,432 years Example: Herto Bouri alliance hunting bands (Ethiopia)

5. Large hunter network inter-pack cooperative circuits for seasonal communal megafauna drives across Rift valley territorial ranges, 163,468 BCE - 145,036 BCE

✓ 18,432 years Example: Twin Rivers ochre hunting bands (Zambia)

6. Large hunter communication standardized projectile point forms, and ochre-processed hunting regalia signaling pack affiliation and individual kill status 145,036 BCE - 126,604 BCE

Hunting/gathering society

Homo Neanderthal 3-Homo Sapiens Sapiens Sapiens 3 Foraging society:
Subject: forager/family



Proto symbolic Homo Neanderthal 3-
Homo Sapiens Sapiens Sapiens 3
foraging triad of Evolutionary
technologies
(126,604 BCE- 98,956 BCE)
(👹 27,648 years)

✓ 18,432 years Example: Pinnacle
Point family ochre bands (South
Africa)

1. Symbolic communication ochre
grinding and symbolic body
marking with engraved
geometric patterns 126,604
BCE- 108,172 BCE

✓ 9216 years Example: Klasies River
Mouth coastal family bands (South
Africa)

2. Symbolic network seasonal
coastal mobility circuits linking
shellfish beds, fishing stations,
and endless plant extraction
camps 108,172 BCE - 98,956
BCE



Middle caveman Homo Neanderthal 3-
Homo Sapiens Sapiens Sapiens 3
Foraging triad of Evolutionary
technologies
(98,956 BCE - 80,524 BCE)
(👹 18,432 years)
(mode 18)

✓ 9216 years Example: Border cave
residential family bands (South Africa)

3. Caveman infrastructure cave

residential bases with
constructed hearths and
organized sleeping/work zones
98,956 BCE- 89,740 BCE

✓ 9216 years Example: Diepkloof
family residential bands (South Africa)

4. Caveman infrastructure family
cave house and rockshelter
bases with constructed hearths
and organized living spaces
89,740 BCE- 80,524 BCE



High forager Homo Neanderthal 3-
Homo Sapiens Sapiens Sapiens 3
foraging triad of Evolutionary
technologies
(80,524 BCE - 62,092 BCE)
(👹 18,432 years)

✓ 9216 years Example: South Africa
Coastal-Riverine family extraction
bands

5. Forager network family
territorial rounds linking bases
to coast, river, and upland food
extraction camps 80,524 BCE -
71,308 BCE

✓ 9216 years Example: Southern
African symbolic family bands

6. Forager communication ochre-
stained personal adornment of
perforated shells, animal teeth,
and steatite beads with traces
of red ochre: standardized bone
awls and formal blade toolkits
signaling individual identity and
band affiliation 71,308 BCE-
62,092 BCE

CIVILIZATION MEGA stage

Communication

Nomadic/settler society

Spiritual society: Subject: ritualist/
band



Proto burial spiritual triad of Nomadic societies

(62,092 BCE- 48,268 BCE)

(👑 13,824 years)

✅ 9216 years Example: Qafzeh mortuary bands/Skhul-Qafzeh symbolic burial communities.

(Located in: Haifa, israel)

1. Burial communication intentional symbolic burial with grave goods 62,092 BCE- 52,876 BCE

✅ 4608 years Example: Châtelperronian-Aurignacian spiritual proto confederacies (Located in: southwestern France, southwest Germany, France, northern Spain)

2. Burial network the seasonal mobility circuits long-distance pedestrian between burial sites to exchange ritual materials like: ochre, perforated shells 52,876 BCE 48,268 BCE



Middle cave sanctuary spiritual triad of Nomadic societies

(48,268 BCE- 39,052 BCE)(👑 9216

years) (mode 19)

✓ 4608 years Example:

Châtelperronian symbolic camps/
Aurignacian base camp proto-
confederacies

(Located in: southwestern France,
southwest Germany, France, northern
Spain, western Russia)

3. Cave sanctuary infrastructure
open-air base camps with stone
lined central hearths, conical
hide dwellings, and communal
butchery/work zones for
seasonal multi-band gatherings
48,268 BCE- 43,660 BCE

✓ 4608 years Example: Aurignacian
cave-sanctuary confederacies

(Located in: Germany, France, Spain,
Russia area)

4. Cave sanctuary infrastructure
architecturally modified cave
sanctuary systems featuring
painted walls/ceilings, 43,660
BCE- 39,052 BCE



High ritualist band spiritual triad of
Nomadic societies

(39,052 BCE - 29,836 BCE) (🐉 9216
years)

✓ 4608 years Example: Aurignacian
ceremonial confederacies

(Located in: Germany, France, Spain,
Russia area)

5. Ritualist network long-distance
pedestrian procurement of ritual
materials/mobile parties carry
mediterranean marine shells
and Baltic Amber between cave
sanctuaries 39,052 BCE

-34,444 BCE

✓ 4608 years Example: Gravettian ritualist alliances/Aurignacian-Gravettian ceremonial confederacies (Located in Italy, Wales, Ukraine, southern Russia, Czech Republic, Germany, France, Spain)

6. Ritualist communication ceremonial ochre body painting/ritual antler weapon ornamentation 34,444 BCE-29,836 BCE

Nomadic/settler society

Storage society: Subject: client/clan

 Proto venus figurines storage triad of settler societies

(29,836 BCE- 22,924 BCE) ( 6912 years)

✓ 4608 years Example: Gravettian ceremonial proto-chiefdoms/Pavlovian seasonal redistribution camps (Located in: Czech republic, Austria, Germany, Poland, Russia)

1. Venus figurines communication Venus figurines/ red ochre burial ritual. Burial pit is in open ground like a funeral 29,836 BCE- 25,228 BCE

✓ 2304 years Example: Gravettian ceremonial exchange alliances (Located in: Russia, Czech republic, Austria)

2. Venus figurines network mobile bands carrying amber/shells/ivory between seasonal camps

to maintain ceremony 25,228
BCE- 22,924 BCE

     Middle pit house
storage triad of settler societies
(22,924 BCE- 18,316 BCE) ( 4608
years) (mode 20)

✓ 2304 years Example: Keberan pit-
house lineages

(Located in: Levant: israel, Palestine,
Jordan, Lebanon, Syria)

3. Pit house infrastructure semi-
subterranean pit houses 22,924
BCE -20,620 BCE

✓ 2304 years Example: Kebaran
base-camp Tribe

(Located in: Levant: israel, Palestine,
Jordan, Lebanon, Syria)

4. Pit house infrastructure
communal bell shaped storage
pits/stone-paved pit-house
base-camp complexes 20,620
BCE- 18,316 BCE

         High
client storage triad of settler societies
(18,316 BCE- 13,708 BCE) ( 4608
years)

✓ 2304 years Example: Kebaran
long-distance exchange tribe

(Located in: Levant: israel, Palestine,
Jordan, Lebanon, Syria)

5. Client network long distance
pedestrian trade expeditions
between permanent stone and
mud-brick houses to procure
Anatolian obsidian and red sea

shells 18,316 BCE- 16,012 BCE

✓ 2304 years Example: Kebaran storage tribe

(Located in: Levant: israel, Palestine, Jordan, Lebanon, Syria)

6. Client communication large ceremonial Ritual feasting halls/ communal longhouses 16,012 BCE -13,708 BCE

Nomadic/settler society

Agricultural society: Subject: tributary peasant/chieftdom

 Proto grindstone agricultural triad of agricultural societies

( 3456 years) (13,708 BCE- 10,252 BCE)

✓ 2304 years Example: Natufian ritual networks

(Located in: Levant: israel, Palestine, Jordan, Lebanon, Syria)

1. Grindstone communication: seasonal wild grain surplus redistribution/communal roasting pits and grinding stone platforms 13,708 BCE-11,404 BCE

✓ 1152 years Example: Natufian incipient cultivation

(Located in: Levant: israel, Palestine, Jordan, Lebanon, Syria)

2. Grindstone network: wild grain collection and obsidian trade networks/ sickle blade reaping/

ground stone mortars and pestles/incipient barley and wheat cultivation 11,404 BCE-10,252 BCE

       Middle farming agricultural triad of agricultural societies ( 2304 years) (10,252 BCE - 7948 BCE) (mode 21)

✓ 1152 years Example: pre-pottery neolithic A Jericho (Located in: Palestine/Jordan valley)

3. Farming infrastructure: communal mud brick granaries- communal storage structures for harvested grain/stone tower and defense wall/plastered floors 10,252 BCE- 9100 BCE

✓ 1152 years Example: pre-pottery Neolithic B Jericho chiefdom (Located in Palestine, Jordan, Syria, and central Turkey)

4. Farming infrastructure: fallow agriculture- field rotation/ shifting cultivation/ prismatic blade sickles/ground stone axes/adzes 9100 BCE- 7948 BCE

         High tributary peasant agricultural triad of agricultural societies ( 2304 years) (7948 BCE- 5644 BCE)

✓ 1152 years Example: Samarran-Halaf irrigation communes (Located in: Central Iraq, Syria, central Turkey)

5. Tributary peasant network: obsidian and copper trade networks/ gravity fed canal

water irrigation/bundled cereal fields 7948 BCE- 6796 BCE

✅ 1152 years Example: Halaf-Ubaid temple chiefdoms

(Located in: northern Iraq, Syria, southeastern Turkey)

6. Tributary peasant communication: clay token bullae/cylinder sealed envelopes/ temple tribute tracking/standardized inter-chiefdom accounting 6796 BCE - 5644 BCE

Network

Ancient/medieval society

Urban society: Subject: corvée laborer/empire

     Proto inscription urban triad of Metropolis societies ( 1728 years)
(5644 BCE- 3916 BCE)

✅ 1152 years Example: Uruk/Naqada symbolic culture

(Located in: Iraq, Nile valley Egypt)

1. Inscription communication 5644 BCE- 4492 BCE
 - Clay token accounting/simple bullae/temple monumentality 5644 BCE - 5260 BCE
 - Complex token envelopes/ cylinder seal impression/proto-numerical clay sphere 5260 BCE - 4876 BCE
 - Proto-cuneiform pictographs/ Uruk clay tablets/early dynastic wood or ivory Egyptian labels/

4876 BCE - 4492 BCE



576 years Example: Uruk/Naqada city-network

(Located in: Iraq, Nile valley Egypt)

2. Inscription network 4492 BCE - 3916 BCE

- Ubaid donkey caravans/ Reed sailing boats/clay token consignment accounting 4492 BCE - 4108 BCE
- Uruk expansion sailing networks/beveled rim bowl mass distribution/ copper long-distance relay 4300 BCE - 4108 BCE
- Naqada/Uruk integration saturation 4108 BCE - 3916 BCE



Middle city urban triad of Metropolis societies



(1152 years) (3916 BCE - 2764 BCE)

(Mode 22)



576 years Example: Sumerian city-states/ Uruk-period Mesopotamia

(Located in: southern Iraq)

3. City infrastructure 3916 BCE - 3340 BCE

- Ubaid terracotta craft standardization/ early ceramic mass production/donkey caravan provisioning depots 3916 BCE - 3724 BCE
- Late Uruk beveled rim bowl and seal-token bureaucracy/ Proto-vehicle sledge carts/ copper smelting workshop compounds 3724 BCE - 3532 BCE
- Solid wooden wheel/potters wheel mechanization/ first heavy haul wagons for grain and

corvée transport 3532 BCE -
3340 BCE

✓ 576 years Example: Sumerian city
-states

(Located in: southern Iraq)

4. City infrastructure 3340 BCE-
2764 BCE
 - Uruk monumental platform and
early city wall masonry 3340
BCE - 3148 BCE
 - City State defense walls/plano
convex brick temples 3148 BCE
- 2956 BCE
 - Royal tomb and palace complex
masonry/centralized storage
infrastructure 2956 BCE - 2764
BCE

      High corvée laborer
urban triad of Metropolis societies ()
1152 years)
(2764 BCE-1612 BCE)

✓ 576 years Example: Ancient Egypt
(Located in: Egypt)

5. corvée laborer network 2764
BCE- 2188 BCE
 - Early dynastic royal barge/
sledge transport/unified Nile
Valley grain routes 2764 BCE -
2572 BCE
 - Papyrus dominance/Old
Kingdom pyramid logistics/Giza
canal and ramp relay stations/
corvée labor camp supply lines
2572 BCE - 2380 BCE
 - Late old kingdom provincial
Redistribution/ Nubian gold and
incense caravan routes 2380
BCE - 2188 BCE

✓ 576 years Example: Mesopotamia
(Located in: Southern Iraq, Syria,

Anatolia

6. corvée laborer communication
2188 BCE - 1612 BCE
- Sumerian temple cuneiform/
laborer roster tablets/ cylinder
seal authorization 2188 BCE -
1996 BCE
- Old babylonian standardized
cuneiform/royal law stelae/
scribal school curriculum 1996
BCE - 1804 BCE
- Peripheral Imperial cuneiform/
diplomatic tablet saturation
1804 BCE - 1612 BCE

Ancient/medieval society

Slave society: Subject: slave/republic

     Proto alphabetic
slave triad of Imperial societies (
864 years)
(1612 BCE - 748 BCE)

✓ 576 years Example: Ancient Egypt
(Located in: Egypt)

1. Alphabetic communication 1612
BCE - 1036 BCE
- Early theban royal hieroglyphics/
karnak obelisk-monumental
corpus 1612 BCE - 1420 BCE
- Imperial hieroglyphic standard/
classical royal tomb and
sarcophagus program 1420 BCE
- 1228 BCE
- Ramesside hieroglyphic
saturation/theban mortuary
papyrus- red and black ink 1228
BCE - 1036 BCE

✓ 288 years Example: Phoenician
city-states
(Located in: Levantine coast, Tunisia,

Spain, Sicily, Cyprus)

2. Alphabetic network 1036 BCE - 748 BCE
 - Proto Phoenician merchant marks/early levantine coastal Emporia/proto alphabetic counting on bullae 1036 BCE - 940 BCE
 - Phoenician alphabet standard/annular maritime trade routes/ 940 BCE - 844 BCE
 - Phoenician maritime dominance westward in the Mediterranean/ Neo-Assyrian tributary saturation/Aramaic script branch 844 BCE - 748 BCE



Middle construction slave triad of Imperial societies (748 BCE - 172 BCE)
(👹 576 years) (mode 23)

✓ 288 years Example: Ancient Greece (Located in: Greece, Sicily, France)

3. Construction infrastructure 748 BCE - 460 BCE
 - Greek alphabetic inscriptions Early monumental stone temple gangs/corvée wall building 748 BCE - 652 BCE
 - Greek alphabet standard Slave attended oil and wine production/standardized coinage metal works 652 BCE - 556 BCE
 - Greek ionic/attic dialects/ Extractive mining complexes/ military dockyards 556 BCE - 460 BCE

✓ 288 years Example: Roman republic
(Located in: Italy)

4. Construction infrastructure 460 BCE- 172 BCE
 - Cuniculus tunneling and drainage works 460 BCE - 364 BCE
 - Hydraulic concrete/Aqueduct 364 BCE- 268 BCE
 - Latifundia villa rustica/slave barracks and press Works 268 BCE - 172 BCE



High slave triad of Imperial societies (172 BCE-404 CE) (🐉 576 years)

✅ 288 years Example: Roman Republic/Roman Empire
(Located in: Italy, Spain, France, Britain, the balkans, Syria, Egypt, and North Africa)

5. Slave network 172 BCE- 116 CE
 - Roman military road system (viae) with milestone signaling 172 BCE- 76 BCE
 - Mediterranean grain fleet/ annona supply routes 76 BCE- 20 CE
 - Cursus publicus imperial relay/ mansiones station network 20 CE- 116 CE

✅ 288 years Example: Roman empire/ principate-dominate Imperium Romanum
(Located in: Italy, Spain, France, Britain, the balkans, Syria, Egypt, and North Africa)

6. Slave communication 116 CE - 404 CE
 - the imperial papyrus roll 116 CE - 212 CE
 - Book/codex 212 CE - 308 CE
 - Standardized imperial book hand 308 CE - 404 CE

Ancient/medieval society

Feudalism: Subject: serf/kingdom



Proto monastic feudalist triad of Neo-agricultural societies (404-836) (👹 432 years)

✓ 288 years Example: Frankish kingdom-Merovingian Francia
(Located in: France, Belgium, Western Germany, Switzerland, Netherlands)

1. Monastic communication 404-692
 - Illustrated gospel books 404-500
 - Monastic copying workshops/scriptoria 500-596
 - Germanic/early romance Vernacular law/local language law codes 596-692

✓ 144 years Example: Carolingian empire-Carolingian Francia
(Located in: France, Germany, Northern Italy, Parts of Spain)

2. Monastic Network 692-836
 - Manorial survey 692-740
 - Royal estate ledger system 740-788
 - North sea emporia trade network/circulating summary 788-836



Middle medieval farming feudalist triad of Neo-agricultural societies
(836-1124) (👹 288 years) (mode 24)

✅ 144 years Example: West Francia-Western Frankish Kingdom
(Located in: France, western Germany, Belgium, Netherlands)

3. Medieval farming infrastructure
836-980

- Guilds 836-884
- Water mills 884-932
- Ox- carts, tithes 932-980

✅ 144 years Example: Capetian Kingdoms-Capetian-Norman Europe
(Located in: France and Normandy/England)

4. Medieval farming infrastructure
980-1124

- Light plow/heavy plow
980-1028
- three field system 1028-1076
- horse collar 1076-1124



High serf feudalist triad of Neo-agricultural societies

(1124-1412) (👹 288 years)

✅ 144 years Example: Hanseatic League/Holy Roman Empire
(Located in: Northern Germany, Netherlands, Belgium, Scandinavia)

5. Serf network 1124-1268

- rhine/baltic trade network
1124-1172
- packhorse carriage route
1172-1220
- stone arch cart bridges
1220-1268

✅ 144 years Example: England 🇬🇧 and France 🇫🇷

(Located in: United Kingdom 🇬🇧 and

France 🇫🇷)

- 6. Serf communication 1268-1412
- Sealed charter 1268-1316
- Chancery 1316-1364
- Vernacular manuscript 1364-1412

Infrastructure

Modern society

Capitalism: Subject: worker/nation



Proto printed capitalist triad of
Mechanical societies
(1412-1628) (👹 216 years)

- 1. Printed communication ✅ 144 years Example: Holy Roman Empire
 - Woodblock printing 1412-1420-1428-1436
 - Movable type Printing press 1436-1444-1452-1460
 - Incunbula 1460-1468-1476-1484
 - Aldine press 1484-1492-1500-1508
 - German Vernacular pamphlet 1508-1516-1524-1532
 - Ephemeral print 1532-1540-1548-1556
- 2. Printed network ✅ 72 years Example: Dutch Republic-United Provinces
 - Banking 1556-1564-1572-1580

- postal system
1580-1588-1596-1604
- Amsterdam gazette/newspaper
1604-1612-1620-1628



Middle Industrial capitalist triad of mechanical societies

(1628-1772) (🐉 144 years) (mode 25)

3. Industrial Infrastructure 72 years Example: Dutch Republic-United Provinces

- Amsterdam stock exchange/
Putting out system
1628-1636-1644-1652
- Windmill/clocks
1652-1660-1668-1676
- Atmospheric power
1676-1684-1692-1700

4. Industrial infrastructure 72 years Example: Great Britain

- Steam power
1700-1708-1716-1724
- Mechanized textiles
1724-1732-1740-1748
- machine tools
1748-1756-1764-1772



High worker capitalist triad of mechanical societies

(1772-1916) (🐉 144 years)

5. Worker network 72 years Example: Great Britain

- Canal 1772-1780-1788-1796
- macadamized roads
1796-1804-1812-1820
- railway 1820-1828-1836-1844

6. Worker communication



72 years Example:

Great Britain 🇬🇧 / United States 🇺🇸

- telegraph/photograph
1844-1852-1860-1868
- transatlantic cable/stereoscope
1868-1876-1884-1892
- telephone/phonograph
1892-1900-1908-1916

Modern society

Socialism: Subject: user/multinational state



Proto digital socialist triad of digital societies (1916-2024) (👹 108 years)

1. Digital communication 72 years.

Example: United States 🇺🇸 / Soviet Union USSR 🚩 / United Nations 🇺🇳

- Radio 1916-1920-1924-1928
- Sound cinema
1928-1932-1936-1940
- Proto-Television
1940-1944-1948-1952
- Television
1952-1956-1960-1964
- Mainframe
1964-1968-1972-1976
- computer
1976-1980-1984-1988

2. Digital network 36 years Example: United States 🇺🇸 / China 🇨🇳 / BRICS 🇧🇷 🇷🇺 🇮🇳 🇨🇳 🇿🇦

- .com boom

1988-1992-1996-2000

- social media

2000-2004-2008-2012

- AI 2012-2016-2020-2024



Middle automotive socialist triad of
digital societies (2024-2096)  (
72 years) (mode 26)

3. Automotive infrastructure

 36 years Example:

Capital: China 

VLBRINCSCIP   

(Taiwan  + Hong Kong

 + Macau )

- humanoid robotics  (current sub-triad)

2024-2028-2032-2036

- dark autofactories

2036-2040-2044-2048

- solar panel satellite array

2048-2052-2056-2060

4. Automotive infrastructure

 36 years Example:

United Digital East Asia

Industrial Automation

Sphere + VLBRICSCIP 

  (+ Taiwan  +

Hong Kong  + Macau

 + South Korea 

+Japan )

- thermonuclear fusion power

2060-2064-2068-2072

- atomic printers

2072-2076-2080-2084

- fusion energy powered nucleon generator

2084-2088-2092-2096



High user socialist triad of digital societies

📌 (👹 72 years) (2096-2168)

5. User Network: ✅ 36 years Example: United Digital Asia 🌐

- vacuum airship with 360° thrust
2096-2100-2104-2108
- gyroscopic sphere car with 360° rolling and spinning with curved roads
2108-2112-2116-2120
- hypersonic pods in expansive vacuum tubes with zero friction, possibly maglev
2120-2124-2128-2132

6. User communication: ✅
36 years Example: United Digital Afro-Asian Pacific South American Continents (from South Africa 🇿🇦 to Morocco 🇲🇦 to Saudi Arabia 🇸🇦 to Iran 🇮🇷 to Russia 🇷🇺 To China 🇨🇳 to India 🇮🇳 to Indonesia 🇮🇩 to Fiji 🇫🇯 to Turkey 🇹🇷 to Belarus 🇧🇪 to Mexico 🇲🇪 to Cuba 🇨🇺 to Brazil 🇧🇷 to Chile 🇨🇱 and literally every peripheral nation

- brain to brain text messaging/ eyeball POV photograph/ augmented body
2132-2136-2140-2144
- global brain text messaging/ eyeball POV hologram/organ-tissue-nerve bioculture
2144-2148-2152-2156

- brain to brain phone call/ear
POV audio recording/biological
immortality
2156-2160-2164-2168

Modern society

Valencism: Subject: experienter/world
order-valence reality

    proto valence felt triad of
reality-forging societies (2168-2222)

 ( 54 years)

1. Valence Felt
communication:  36
years Example: United
Digital Planet Earth 1.0 
 

- qualia cast
2168-2172-2176-2180
- feel vision
2180-2184-2188-2192
- valence pod
2192-2196-2200-2204

2. Valence Felt Network:
 18 years Example:
United Digital Earth
Online 2.0      

- valence libraries
2204-2206-2208-2210
- valence social
2210-2212-2214-2216
- valence minds (VM)
2216-2218-2220-2222

   middle valence earth triad of
reality-forging societies
(2222-2258)  ( 36 years) (mode
27)

3. Valence earth
infrastructure :  18
years Example: United
Earth Life & Tech 2.5 
   

- valence robots
2222-2224-2226-2228
- valence earth
2228-2230-2232-2234
- brain-impulse-harvester.
2234-2236-2238-2240

4. Valence earth
infrastructure:  18
years Example: Digital
Earth 3.0/Valence Reality
Beta     

- brain impulse generator
2240-2242-2244-2246
- digital earth 3.0
2246-2248-2250-2252
- consciousness generator
2252-2254-2256-2258



High experienter valence triad of
reality-forging societies ([2258-2294](#))



( 36 years)

5. Experienter network: 
18 years Example Digital
Planet Earth 3.5/Valence
Reality Alpha    
  

- floating through the air slowly
2258-2260-2262-2264
- sliding across the ground at a
medium pace
2264-2266-2268-2270
- quickly shooting across the
world 2270-2272-2274-2276

6. Experienter
communication:  18

years Example: Digital
Planet Earth 4.0/Valence
Reality Omega 🗿 🗿 🗿
🌍 🌍 🌍 🏁 🏁 🏁

- sending thoughts and feelings/
visual settings image
2276-2278-2280-2282
- global thoughts and feelings
messaging/visual settings
hologram
2282-2284-2286-2288
- sharing consciousness/audio
settings recording
2288-2290-2292-2294

No more scarcities post High Valence
2294+

Technology serves its purpose

Concise list: triplets

1. Universe/chemical society
2. Aquatic society
3. Terrestrial society
4. Hominoid/Hominid/Hominin society
5. Hominine/Homo society
6. Hunting/gathering society
7. Nomadic/settler society
8. Ancient/medieval society
9. Modern society

Concise list: stages

1. Universal 1
2. Astrochemical
3. Geochemical
4. Eukaryote
5. Animal
6. Aquatic amphibious
7. Terrestrial
8. Mammal

9. Primate
10. Ape/hominoid 2
11. Great ape/hominid
12. Hominin
13. Homo Habilis stone smash-scraper
14. Homo Erectus Stone handaxe tooler
15. Homo Heiselbergensis Fire/cooking
16. Homo Sapiens 1/Homo Neanderthal 1 Small game
17. Homo Sapiens 2/Homo Neanderthal 2 Big game
18. Homo Sapiens 3/Homo Neanderthal 3 Foraging
19. Spiritual 3
20. Storage
21. Agricultural
22. Urban
23. Slave
24. Feudal
25. Capital
26. Social
27. Valence

You can split the economy/econ, mode, and role into 3 to reveal the superstructure/base/role

1. Pioneer economy
2. Economic hegemon
3. Pioneer mode
4. Core hegemon
5. Pioneer role
6. Peak hegemon

So there's three pairs of super structure and base one for the

economy, one for the production and one for the role. With super structure being 1, 3 and 5. And base being 2, 4 and 6.

You can see clearly how this works with number two being the Dutch number four being the British and number six being the United States, with transitional periods in between. Every single stage is like this not just the societies.

This is the dialectic it's actually a trialectic, but this is an easier way to understand it.

The sub triads are organized as dialectic so it would be best to use these terms.

Here's the superstructure/base
Trialectic

1. Pioneer economy
2. Core mode
3. Peak hegemon

On every level. So dutch is pioneer economy, great britain is core mode, united states is peak hegemon.

- Earth (Econ)/evolutionary genesis. Universe building up to infrastructure- university defines subject. Expansionary subject.

Astronomical age/cosmic genesis

(econ)

1. Cosmic age (econ)
2. solar age (mode)
3. DNA age (role)

Aquatic age/biological genesis (mode)

4. cell age (econ)
5. animal age (mode)
6. amphibian age (role)

Terrestrial age/terrestrial genesis
(role)

7. Land age (econ)
8. mammal age (mode)
9. primate age (role)

- Hominoid (Mode)/technological genesis. Building the infrastructure itself. subject defines itself. Consolidative subject.

Hominoid age/arboreal genesis (econ)

10. ape age (Econ)
11. great ape age (mode)
12. Stick age (Role)

Stone-fire age/lithic genesis (mode)

13. Rock smasher age (Econ)
14. Stone Axe age (mode)
15. Fire cooking age (Role)

Hunting gathering age/cultural genesis
(role)

16. Small game Hunting Spear age (Econ)
17. Big game rhino age (Mode)
18. Symbolic shell age (Role)

- Civilization (Role)/societal genesis. Consuming infrastructure to create role- subject defines society.

Expansionary subject.

Civilizational age/societal genesis
(econ)

- 19. Spiritual burial age (Econ)
- 20. Storage pit age (Mode)
- 21. Agricultural pottery age (Role)

Ancient medieval age/state genesis
(mode)

- 22. City Bronze age (Econ)
- 23. Slave Iron age (Mode)
- 24. Castle plow age (Role)

Modern age/system genesis (role)

- 25. Industrial steam age (Econ)
- 26. Digital computer age (Mode)
- 27. Valence pod age (Role)

Concise list: mega stage: evolutionary,
technological, societal

Concise list: triplets: cosmic,
biological, terrestrial, arboreal, lithic,
cultural, societal, state, system

Concise list: stages: cosmic, solar,
DNA, cell, animal, amphibian, land,
mammal, primate, ape, great ape,
stick, rock, stone, fire, small game, big
game, symbolic, spiritual, storage,
agricultural, city, slave, castle,
industrial, digital, valence

This is how I know valence will happen, the structure of the universe predicts it in a multitude of ways.

It also shows that after high valence the entire arc of life (at least the human lineage) has solved all scarcities and valence robots could do the same for earth life.

High technological grand stage

No more scarcities post High Valence
2294+

Technology serves its purpose

PROPER extrapolation Explanations:

Basically high socialist stage by then
(commun*st) post material scarcity
autofacturing

Social infrastructure

Humanoid robots proto is the
humanoid robots working alongside
the humans.

The humanoid robot high stage is
when the robots largely replace the
humans physical and cognitive work,
but still need to be cleaned,
maintained and fixed by humans.

The dark autofactories proto is the

transition from when the humans are transitioning away from fixing and maintaining the robots and the robots do it to themselves instead

The Dark autofactory high stage is when the auto factories are completely empty of humans and are dark but are self maintaining and autofacturing.

2060 is the official start of high socialism otherwise known as commun*sm

Next is Actively fulfilling all of humanities material scarcity, so everyone's needs are fulfilled, that leaves room for the rest of everyone's desires coming next.

Explanation: high socialist

Thats true commun*sm. Commun*sm would begin whenever the first atomic autofacturing begins. Which means that it would have to be fully complete for commun*sm to begin. Which means they can begin to fulfill every person's material scarcity.

2. Atomic auto printers basically you put whatever atoms, chemicals or biological materials into it and it manufactures whatever it's programmed to manufacture, including any object, any functional organ including the brain or set of chemicals.

3. nucleon generators basically intake hydrogen atoms, and they use the power of fusion to make any element and then they feed it back to the atomic auto printers
1. So this is like an airship, but it's made out of extremely light materials, but also extremely strong materials, probably like carbon nano tubes that were printed with the atomic autofacturing, it also has a vacuum in it so that it's extremely buoyant in the air. It might even float on the top of the atmosphere like as if the atmosphere itself was a body of water. It also has 360° vectored thrust. If that were the case, then you could make the edges of a canal and make them float themselves if they were also very light and vacuum filled.
2. Yes, saw a parking spot would be like a dip in the ground where the sphere would rest, you would have like a convex shape, but in the shape of a road and you could roll down it like in a sphere, obviously the terrain would have to be friendly to spheres, which is not that hard compared to cars, aspheric can roll up, down, and through a lot more surfaces than a car can
3. Basically, like the hyper loop, but like actual reality, it would cut through mountains, water, or even deep parts of the crust if need be, it travels at hypersonic speed in a vacuum no resistance much cheaper much faster, it might even be maglev as well so there's zero

friction it might travel in a way that mimics how spaceships travel in space. Although since there's a magnetic field. It might be rigid. But that's the point this is supposed to be the successor to the train.

Valence Communication

1. Experience radio or qualia cast, basically the same thing but now it's a broadcast. One person joins a channel on the mood radio, and can broadcast to others basically a story or something verbal and then everyone listening can feel an emotion that's related to their experience.
2. Feel vision. Like television, but you can see someone else's experiences and how they feel about them visually and auditory.
3. Valence pods, you immerse yourself fully in it, it turns into a visual representation of someone's experience alongside audio, and you

can feel your own experience probably like reliving it. And anyone else who steps in that same pod will be able to experience your experience, and you will be able to experience their experience if you stepped into it.

There will probably be some sort of technology where you can transfer the experience from the valence pod to some sort of object, and then you can purchase it and then plug it into your own valence pod.

Valence Network:

1. Now inside of the valance pod we basically have the equivalent of .com but for experiences, you can go look up and experience anybody's experience that has uploaded it through the valence pod.

2. Now it's even beyond that where it basically turns into social media where the valance pod is now like a platform used by many other people all over the planet, and you can share and experience other peoples experiences and know them very well. Creating like a digital avatar that represents you or something, by this point, it will resemble VR and the Internet. It also introduces the concept of virality into experiences. So it would be as if like you could live anywhere on the planet just by experiencing other people's experiences. By this point lying it would be pretty difficult, but proving that you are somebody would be very easy because you would just share who you really are

3. OK this one I'm very certain about there will be some sort of thing like AI, but it'll be trained not on social media like the original AI, but it will be trained on this valence pod social media so it's basically the first artificial mind because it's a compilation of pretty much all of humanities experiences. This will help humans want to spend more time in the valence pods. And it will help them get rid of their trauma and baggage from the real world.

Valence reality infrastructure.

1. So now we will put these artificial minds into robotic bodies that exist. They first exist existed within valence pods but now they exist in robotic bodies outside of the valence pods as well. They'll basically do the same thing of what the robots are doing now the robots now are replacing labor. But the robots in this stage will will be replacing humans living in actual reality. Detaching humans from reality not just labor. So the humans will not need to leave the valence pods. They'll be able to stay in while the valence robots run everything in the real world. This is the stage where the humans slowly leave their baggage behind in the real world as they accommodate to permanently living in valence, the only remnants of the real world they have is the baggage that they have to shed like being primed for pain and neutral reality their entire life

2. All right now the next step is when

these valence robots are not only in the real world, but and not only do they replace all the humans in the real world, but they replace all of humans progress in the real world and they completely terraform the entire planet to be infrastructure for the valence reality, the space colonies, where they can fly and get materials without having to breathe or anything it could also be solar powered or something, having the perfect supply chains to the valence reality to build and grow it, maybe even placing it on other planets, or at least you know I mean, they would probably take care of all the animals and stuff, they might do like an advanced version of artificial selection, where they artificially speed up the building of the stacks of all of the life on earth this is ambitious, but I don't know what else to do with the animals, so the valence robots replace the human in base reality, but it's gotta be the perfect conditions for the set up for valence reality. Yes this is the stage that a Dyson sphere would likely happen if it were to happen at all. We would basically build a solar system level infrastructure. Well, humans wouldn't do it because we can't breathe in space and it's very hard to move humans through space. But a robot that's trained on all of humans experiences that doesn't have to breathe in space and his robotic, strong and everlasting, running on solar power most likely. They can achieve much more than humans ever could in space. The highest stage of the step marks a very important step

which is the severance of the use, the user who is tied to material reality is the previous subject, but now it becomes obsolete and the experienter completely replaces it, this suggests that after this point, no single human ever leaves the valence reality.

3. I don't know much about this technology, but basically it would have to take the electrical impulses from a brain and extract those and hold them as a power source, then they would use that power source to fuel the valence pods and the networks that were built upon it

Experienter infrastructure

1. So we use brain impulses to put into brains to stimulate the brain, discovering a new power source for the brain itself.
2. All right this step is it this is it. The actual valence reality is here but its incomplete, the digital Earth 2.0 when all humans are living inside of the valence reality, but I think you might not understand the magnitude of the jump from valence pod to valence reality, that same jump is like the computer to atomic autofacturing, it must be a large jump like that because those are the same technologies that are

being represented in this stage, This third step here is basically just valence reality, although the start of this stage is when they begin building valence reality, but it has not been finished until consciousness building. So this system would take consciousness and generate into any experiences that you desire. But it currently only has brain impulse generation, not consciousness generation.

3. Yes, we are here. Finally, the actual consciousness generation is here. Now we have the Meta technology that is able to use the power source of the brain impulses that we have mastered using the consciousness generator to transform it into any experience whatsoever in the valence reality.

Experiencer communication

1. sending thoughts and feelings to another person/sending some sort of thing that you saw with your exact settings
2. global feeling messaging/ visual experience settings as a valence hologram
3. connecting your consciousness to somebody else's or maybe like reading each other's minds/ sending something you heard with your exact settings.

This stage begins with ALL of humans
Scarcities are beginning to be solved
in this final step. Human progress will
continue in valence reality, but it will
be completely existential. The only
progress left is to fully align every
single person within that reality as the
perfect life that they could possibly
have or desire. So I would only take
around 20 years to fully saturate
everyone's alignment of total human
scarcity after finishing the valence
reality.

Pattern Alpha calendar Version C

There are 5 timezones

There are 14 dates

Universal mode 1 is its own date then
modes 2-27 are paired up into 13
additional dates

(Original subject era)

  UD (Universal date) (T=0 to
380,000 years after the big bang,
exponential spacetime)
16,911,431,308 UD- 8,455,714,444 UD

     CAD (Chemical Aqua
date)
8,455,714,444 CAD - 2,113,926,796
CAD

(Macro subject era)

     (Aquatic life date)

2,113,926,796 ALD - 528,479,884 ALD

      ATD (Aquatic
Amphibious Terrestrial date)

528,479,884 ATD - 132,118,156 ATD

   (Mammal date)

132,118,156 MMD - 33,027,724 MMD

(Apelike subject era)

   HD (Homin date)

33,027,724 HND - 8,255,116 HND

   HHD (Homo Hominin date)

8,255,116 HHD - 2,061,964 HHD

  SFD (Stone-fire date)

2,061,964 SFD - 513,676 SFD

(Prehistoric human subject era)

    HGD (Hunting date)

513,676 HGD - 126,604 HGD

    CD (Cavemen date)

126,604 CD - 29,836 CD

      SD (Settler date)

29,836 SD - 5644 SD

(Standard historical human subject
era)



AND (Ancient date)

5644 AND - 0 AND- 404 AAND

0 AND = 0 AD



MID (middle date)

404 MID - 1916 MID



MD (modern date)

1916 MD - 2294 MD

Current date 2026 MD

Core hegemon geography: 

1. 
2. 
3. 
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25. 🇬🇧

26. 🇨🇳 🇯🇵 🇰🇷 🇰🇵 🇹🇼 🇻🇪 🇮🇪 🇻🇳

27. 🌐

✅ modes of thinking:

I didn't do before Econ 17.66 because I didn't feel like it and this is all most humans care about cognition in the first place.

Econ 17.66: associative thinking

Mode 18: symbolic thinking

Role 18.33: group identity thinking

Econ 18.66: morbid thinking

Mode 19: spiritual thinking

Role 19.33: Ritualistic thinking

Econ 19.66: redistributive thinking

Mode 20: ritual obligation thinking

Role 20.33: accumulation thinking

Econ 20.66: tributary thinking

Mode 21: cultivative thinking

Role 21.33: chieftdom thinking

Econ 21.66: oral tradition thinking

Mode 22: first written thinking

Role 22.33: state/bureaucratic thinking

Econ 22.66: proto-religious thinking

Mode 23: religious thinking

Role 23.33: organized religious thinking

Econ 23.66: theological thinking

Mode 24: scholastic thinking

Role 24.33: philosophical thinking

Econ 24.66: rationalism/Empiricism

Mode 25: scientific thinking

Role 25.33: scientific method/
positivism

Econ 25.66: socialist/anti imperialism

Mode 26: scientia thinking (beyond
science into communist core) (my
model is here )

Role 26.33: advanced scientia:
communist theory

Econ 26.66: experiential: valence
thinking

Mode 27: reality engineering/valence
construction

Role 27.33: Reality crafting

(V10) periodic table of Colten (2002-2027) V3.0

The dates and years are usually quite
rough approximations.

Grand stage: Exa, Peta, Tera Musical mode

  **Proto appstore
rhythm loop auditory
musical Exa-Oldpoint
Colten 15-15.5. Econ 21.66**



2017  15 years 2 months to 15

years 6 months

Proto apple store music phase 🧑🎵
(April 8, 2017 - August 8, 2017)

Mode of production: ?? Inherited
from earlier stages likely an atheist/
secular worldview and acceptance of
science facts

2017 🌟 15 years 6 months to 15
years 10 months

High apple store music phase 🧑🎵
(August 8, 2017 - December 8, 2017)

Mode of production: music making
app store radar

🎵🎵🎵🎵🎵🎵🎵🎵 Middle musical
composition mastery
harmonic musical

Peta-Oldpoint colten
15.5-16.5 mode 22 ✅

2017-2018 🌟 15 years 10 months to
16 years 2 months

Proto music discovery phase



(December 8, 2017 - April 8, 2018)

Mode of production: music making
app store radar

2018 🌟 16 years 2 months to 16

years 6 months

High music discovery phase 


(April 8, 2018- August 8, 2018)

Mode of production: music making
learning

 **High auxy song
electronic musical Tera-
Oldpoint colten 16.5-17.
Role 22.33 **

2018  16 years 6 months to 16
years 10 months

Proto Auxy music phase 
(August 8, 2018 - December 8, 2018)

2018-2019  16 years 10 months to
17 years 2 months

Mode of production: music making
learning

High Auxy music phase 
(December 8, 2018 - April 8, 2019)

Mode of production: making songs
on Auxy

**Grand scale: Giga, mega,
Kilo. Mapping mode**

 **Proto fanfic power level**

spatial mapping Giga- Oldpoint Colten 17-17.5. Econ 22.66

2019  17 years 2 months to 17 years 6 months

Proto DBZU Fanfic phase 
(April 8, 2019- August 8, 2019)

Mode of production: making songs
on Auxy

2019  17 years 6 months to 17 years 10 months

High DBZU Fanfic phase 
(August 8, 2019 - December 8, 2019)

Mode of production: dragon ball
power level and form cataloging

Middle video game culture mapping Mega-Oldpoint Colten 17.5-18.5. Mode 23

2019-2020  17 years 10 months to 18 years 2 months

Proto phone gaming/game map
phase   
(December 8, 2019 - April 8, 2020)

Mode of production: dragon ball
power level and form cataloging

2020  18 years 2 months to 18

years 6 months

High phone gaming/game map phase



(April 8, 2020- August 8, 2020)

Mode of production: phone gaming mastery

  **High meme index
chart mapping Kilo-
Oldpoint Colten**

Role 23.33 

2020  18 years 6 months to 18 years 10 months

Proto mapchart/meme culture phase



(August 8, 2020 - December 8, 2020)

Mode of production: phone gaming mastery

2020-2021  18 years 10 months to 19 years 2 months

High mapchart/meme culture phase



(December 8, 2020 - April 8, 2021)

Mode of production: global map understanding geography and american culture

**Grand scale: old, new-old,
New-new-old. Collecting**

and building mode



**Proto acquisition
stockpile collecting and
building Oldpoint Colten
19-19.5 Econ 23.66** 

2021  19 years 2 months to 19
years 6 months

Proto collecting phase 

(April 8, 2021- August 8, 2021)

Mode of production: global map
understanding geography and
american culture

2021  19 years 6 months to 19
years 10 months

High collecting phase 

(August 8, 2021 - December 8, 2021)

Mode of production: collecting legos,
global snacks, starting my minecraft
world to collect blocks



**Middle minecraft
museum collecting and
building New-Oldpoint
colten 19.5-20.5. Mode 24**


2021-2022  19 years 10 months to
20 years 2 months

Proto building creation phase (December 8, 2021 - April 8, 2022)

Mode of production: collecting legos, global snacks, starting my minecraft world to collect blocks

2022  20 years 2 months to 20 years 6 months

High building creation phase (April 8, 2022- August 8, 2022) (4 months)

Mode of production: mastery of building and collecting: collected every mob in minecraft in built museums and every block and built many structures, built legos

  **High element table
collecting and building
New-New-Oldpoint colten
20.5-21. Role 24.33 **

2022  20 years 6 months to 20 years 9 months

Proto element material phase (August 8, 2022- December 8, 2022) (4 months)

Mode of production: mastery of building and collecting: collected every mob in survival minecraft in museums and every block and built many structures, built legos

2022-2023 🌟 20 years 10 months to 21 years 2 months

High element material phase 🌐🧬
(December 8, 2022- April 8, 2023)
(4 months)

Mode of production: 118 element
memory + chess.com 1000-1100
rating + 2600 puzzles

**Grandscale: mid, mid-mid,
mid-mid-mid. Geopolitical
mode**

🌐🇮🇹🇪🇸🇫🇷 **Proto national
subdivision index
geopolitical Midpoint
colten 21-21.5 Econ 24.66**
✅

2023 🌟 21 years 2 months to 21
years 6 months

Proto understanding map creation
phase 🌐🇮🇹🇪🇸🇫🇷
(April 8, 2023- august 8, 2023)
(4 months)

Mode of production: 118 element
memory + chess.com 1000-1100
rating + 2600 puzzles

2023 🌟 21 years 6 months to 21
years 10 months

High understanding map creation
phase 🌐🇮🇹🇪🇸🇫🇷

(August 8, 2023- December 8, 2023)
(4 months)

Mode of production: national
subdivision human development index
full global map divided by 30 groups
of scale

    **Middle isotopic
index geopolitical Mid-
Midpoint colten 21.5-22.5.
Mode 25** 

2023-2024  21 years 10 months to
22 years 2 months

Proto element material phase 2  



(December 8, 2023- April 8, 2024)
(4 months)

Mode of production: national
subdivision human development index
full map divided by 30 groups of scale

2024  22 years 2 months to 22
years 6 months

High element material phase 2  



(April 8, 2024- August 8, 2024)
(4 months)

Mode of production: complete 118
element and 300+ isotope mental map
and notes

       **High socialist toys geopolitical Mid-Mid-Midpoint Colten Role 25.33** 

2024  22 years 6 months to 22 years 10 months

Proto childhood toys phase   
   
(August 8, 2024- December 8 2024)
(4 months)

Mode of production: complete 118 element and 300+ isotope mental map and notes

2024-2025  22 years 10 months to 23 years 2 months

High childhood toys phase   
   
(December 8, 2024- April 8, 2025)
(4 months)

Mode of production: woke/socialist/vegan creation abilities

**Grand scale: new, new-new, new-new-new.
Synthesis mode**

      **Proto dragon ball supreme**

writing synthesis

Newpoint colten 23-23.5.

Econ 25.66 

2025  23 years 2 months to 23 years 6 months

Proto dragon ball supreme writing creation phase      
(April 8, 2025 - August 8, 2025)
(4 months)

Mode of production: woke/socialist/
vegan creation abilities

2025  23 years 6 months to 23 years 10 months

High dragon ball supreme writing creation Phase      
(August 8, 2025- December 8, 2025)
(4 months)

Mode of production:
God level writing & synthesis.
150,000+ words of dragon ball
supreme fanfiction with deep historical
timelines and plot



Middle Pattern Alpha ©

Trialectic fractal

oscillating Scarcity

hierarchical modeling

synthesis New-Newpoint

colten 23.5-24.5. Mode 26



2025-2026 ★ 23 years 10 months to
24 years 2 month

Proto scarcity model material phase



(December 8, 2025- April 8, 2026)
(4 months)

Mode of production:

God level writing & synthesis.

150,000+ words of dragon ball

supreme fanfiction with deep historical
timelines and plot

2026 ✳ 24 years 2 months to 24
years 6 months

✅ Current age: 24 years 3 months

High scarcity model material phase 🪐



(April 8 , 2026 - August 8, 2026)
(4 months)

Mode of production revolution:

Pattern Alpha formalization and Colten

bank of finances 🏦 saturated 8
week plan

Future extrapolation:



High Coltens Comix Corp

© drawing synthesis

New-New-Newpoint

colten 24.5-25. Role 26.33



2026 🌟 24 years 6 months to 24 years 10 months

Proto comic book phase 🧙 🦄 👽 🚀



(August 8, 2026- December 8, 2026)
(4 months)

Examples: me?!

Economy: thinking about learning to draw a visual medium for comics: maps (which im already very good at), landscapes, towns, buildings, items, clothes, characters

Scarcity level: scarce original comic IP

Mode of production revolution:
Pattern Alpha formalization and Colten bank of finances 🏦 🏛️ saturated 8 week plan

2026-2027 ★ 24 years 10 months to 25 years 2 months

High comic book phase 🧙 🦄 👽 🚀



(December 8, 2026- April 8, 2027)
(4 months)

Examples: me?!

Economy: thinking about learning to draw a visual medium for comics: maps (which im already very good at), landscapes, towns, buildings, items, clothes, characters

Scarcity level: saturated original comic IP

Mode of production:

Colten comix corp ✨

story writing mastery (dragon ball supreme) + worldbuilding model (scarcity dialectic) + original IP visual medium (previous proto stage solidified) = colten comix corp ✨